

ISSUE NO.
277
MARCH
APR/MAY PRE-ORDER

GTM

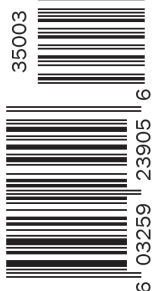
GAME TRADE MAGAZINE



BATTLETECH

MERCENARIES

\$3.99 US \$3.72 CAN



PRINTED IN CANADA

IN THIS ISSUE:

- ROBOTS IN DISGUISE INVADE THE WORLD OF G.I. JOE IN NEW ALLIANCES FROM RENEGADE GAME STUDIOS!
- IN SMIRK & DAGGER'S *TESSERACT*, HUMANITY STANDS ON THE BRINK FOLLOWING THE ARRIVAL OF AN EXTRA-DIMENSIONAL ARTIFACT!

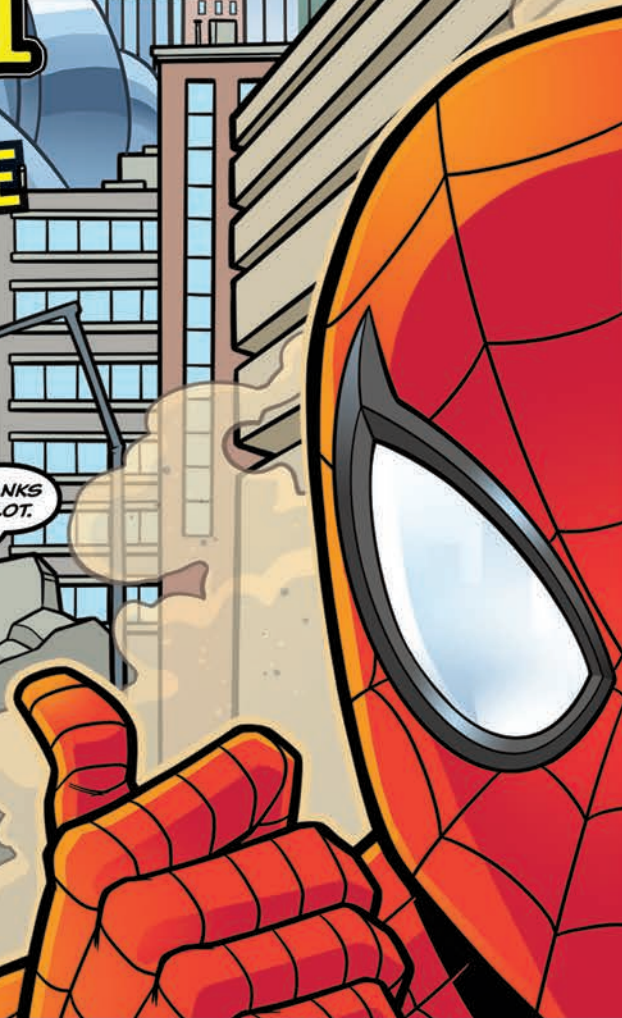


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COVER STORY



BATTLETECH MERCENARIES

BattleTech: Battle Of The Boxes

We take a closer look with Catalyst Game Labs as they break down each of their *BattleTech* box sets, as well as a sneak peek at the latest, *BattleTech: Mercenaries*!

by Randall N. Bills

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New Alliances: Everyone Loves A Crossover Episode

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12+



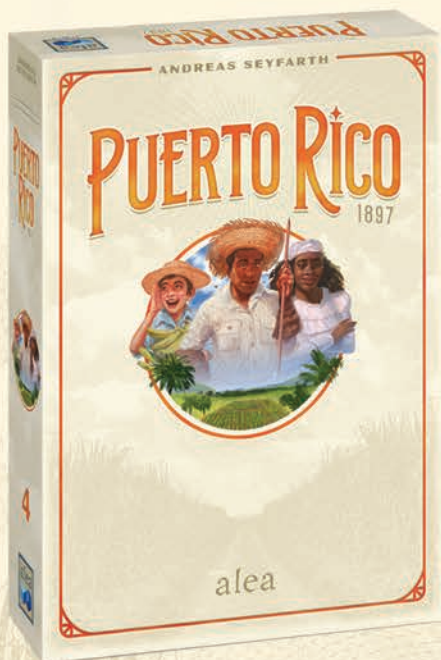
70-120



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Ravensburger

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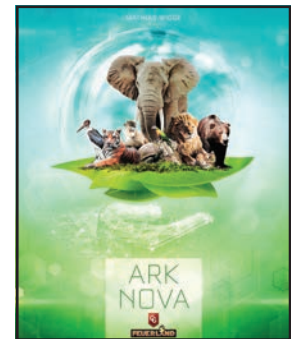
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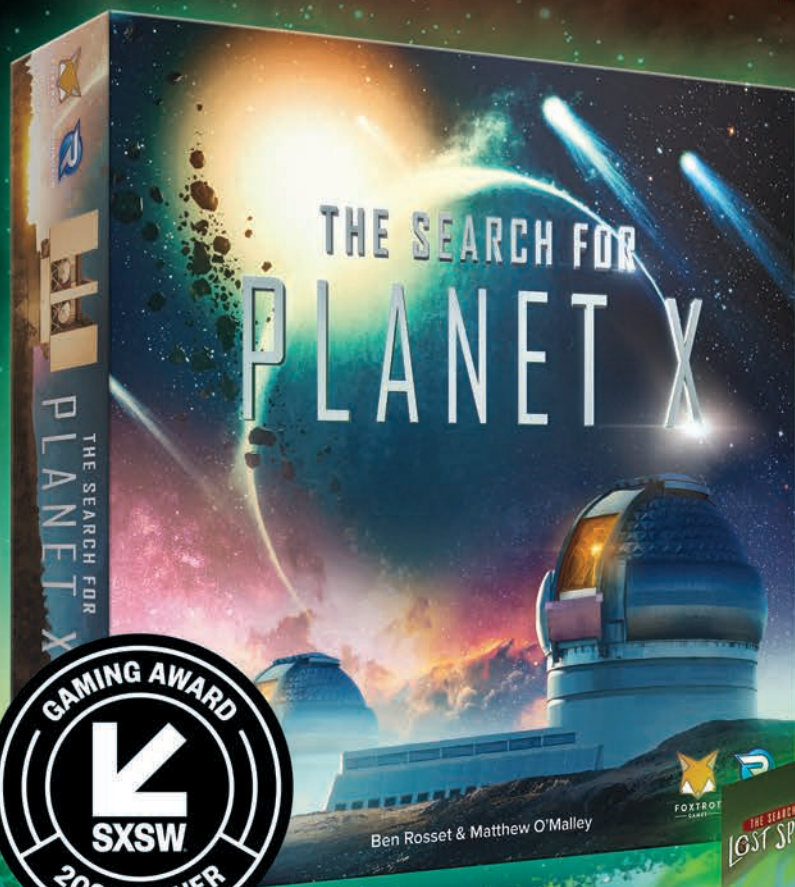
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reviewed by Thomas Riccardi

70

SEARCH THE SKIES OR THE LANDS BELOW!



The Search for Planet X

- Players take on the role of astronomers, participating in this real scientific investigation.
- Use the app results and the logic rules to find objects, publish theories, and deduce where Planet X must be!
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- Move about the island searching and using the free companion app for clues and information.
- Created for 1-4 naturalists, ages 13+, to discover in 60-75 min.

RGS02468

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Coming Soon!



Greetings Dear Readers!

Welcome to your March edition of GTM!

This month we're coming in strong with plenty of *BattleTech* content from our good friends at Catalyst Game Labs!

We kick things off with an in-depth look at the many different boxed set offerings within the *BattleTech* catalog, including a bit of a peek at the latest set, *Mercenaries*, due out later this year!

Catalyst keeps the 'Mech action rolling with a great breakdown of the various factions at war within the *BattleTech* universe, as well as a primer to help future fans to jump into the game.

Of course, the heavy metal mayhem doesn't stop there — Renegade Game Studios spotlights their latest addition to the *G.I. Joe Deck Building Game, New Alliances!*

In this expansion, players can recruit their favorite Autobots alongside their Joes as they attempt missions. However, not one to be outdone, the forces of COBRA have teamed-up with the Decepticons! There is more than meets the eye in this latest chapter of the *G.I. Joe DBG!*

Speaking of things not appearing as they seem, *Tesseract* from Smirk & Dagger is sure to delight fans of collaborative dice challenges. In *Tesseract*, players combine their efforts to isolate the 64-custom dice into containment units before this extra-dimensional artifact breaches!

I got to see a sneak peek of this one at Gen Con and let me say that fans of co-op and unique challenges will **love** this one.

Of course, that's not all — we take a closer look at the *Raise the Black* two-player *Blood & Plunder* starter from Firelock Games, as well as a closer look at Ravensburger's *Scotland Yard - Sherlock Holmes Edition*, and *Dungeons & Dragons: Onslaught* from WizKids.

We're in like a lion, and out like a lamb this month dear readers. Well, like a lamb strapped into the cockpit of a 40-ton 'Mech, anyhow.

Game on!
JG



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GTM

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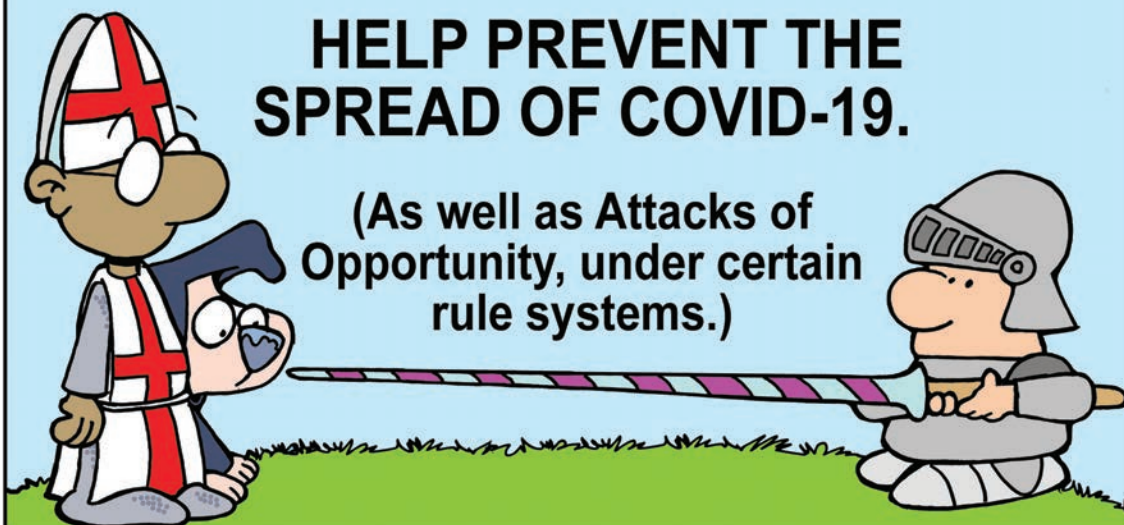
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 08010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HN010595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
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MAGIC THE GATHERING CCG: CORE 2021
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BUNDLE WOC C7507000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballpools for something new and exciting! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!



SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

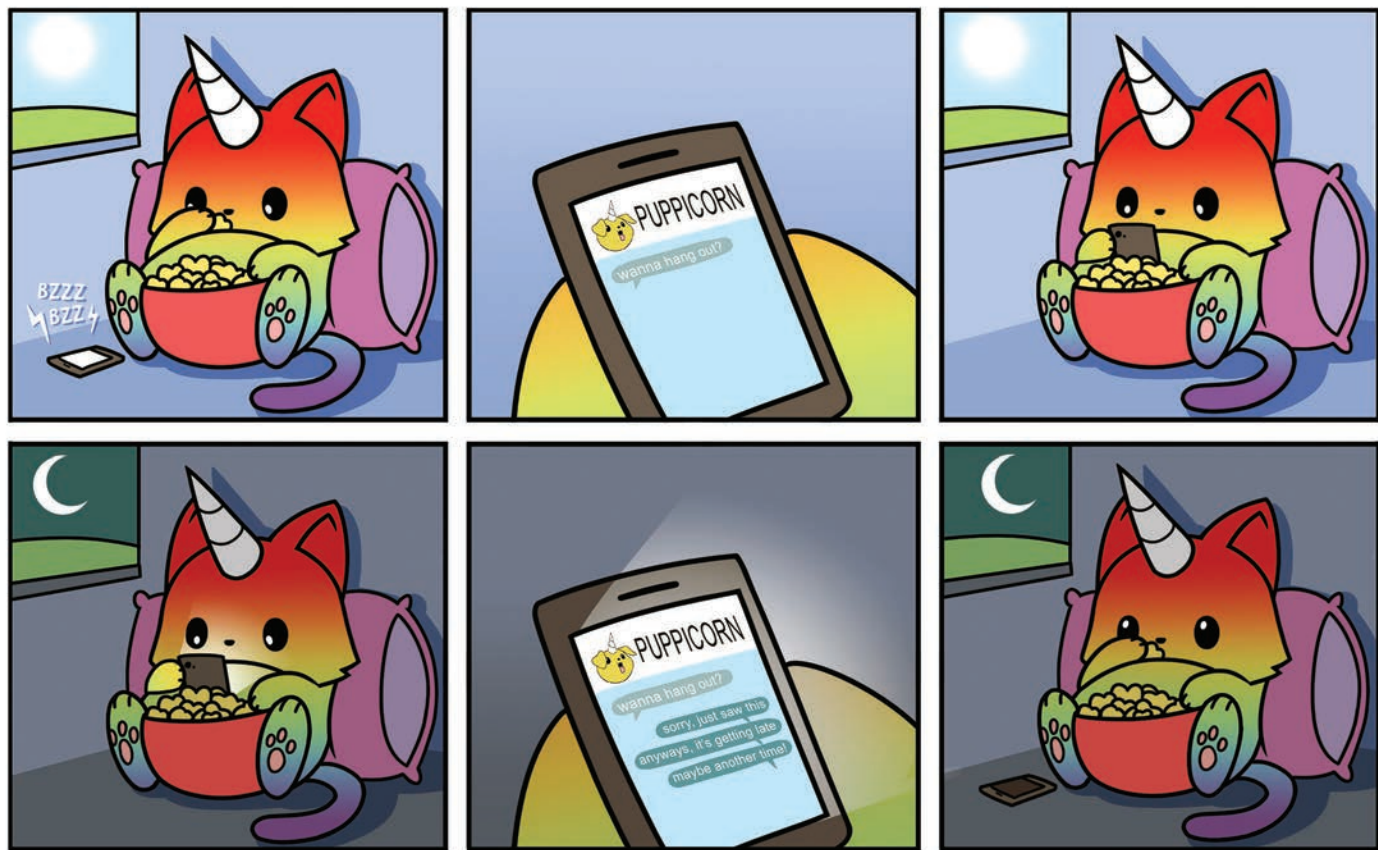
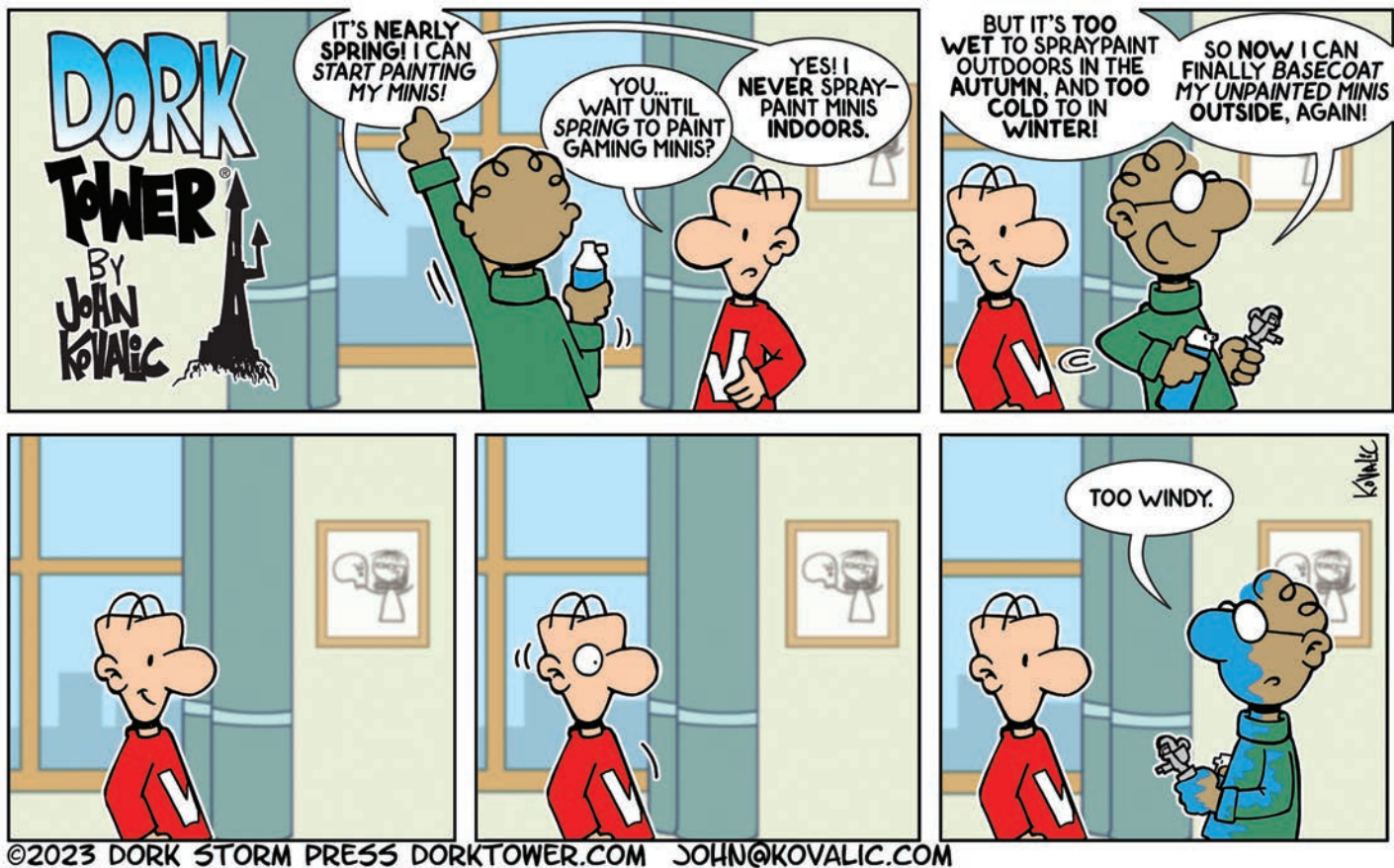
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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	60'
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& Cards

BATTLETECH

BATTLE OF THE BOXES



Since 2018, Catalyst has released four new box sets to critical and commercial success, with a fifth currently in development. Each box set includes re-imagined miniatures that retain the core of each 'Mech's identity from years past, updated with modern aesthetics in high-quality, ready-to-play plastic.

We'll walk through each of these box sets, what they accomplish, and why you might want them on your game shelf.

BEGINNER BOX

BattleTech is approaching its fortieth anniversary. It's an amazing living, breathing universe of brilliant characters and stunning events. Along with a vast toolbox of rules that allows you to play nearly any type of experience you wish. Its longevity can be well attributed here. But of course, that toolbox can be a little intimidating.

Whether you're a seasoned tabletop player looking to see if *BattleTech* is for you, or a new-to-wargaming player wanting to see what all the talk is about, the *Beginner Box* is the perfect starting point to take a BattleMech out for a spin. For a great price, you can crack open this box of gaming awesomeness and see what it's all about.



The *Beginner Box* (CAT 35020M, \$24.99) is focused on getting you rolling dice as quickly as possible. It includes two 'Mechs — the *Vindicator* and *Wolverine* — a quick overview of the Universe, Quick-Start Rules, a game map, and some punch out cardboard tokens. There's even a 24-page short story to throw you right into action of giant war machines storming across alien worlds!

A GAME OF ARMORED COMBAT

Looking back across three-and-a-half decades, Catalyst evaluated each of the previous *BattleTech* core box sets, their strengths and weaknesses, and what we could do to make a best-yet version.



The massive current success of *BattleTech* is laid upon the foundation of this fantastic box.

While the *Beginner Box* is about getting a feel for playing *BattleTech*, *A Game of Armored Combat* (CAT 3500D, \$59.99) takes players to the next level, allowing them to dig deeper into the myriad ways to enjoy the game.

It includes eight miniatures, a 16-page Universe Primer, 56-page Rulebook, 16-page record sheet booklet, 24-page fiction story, pilot cards, reference sheet, punch outs, two maps and a poster... it's a fantastic value, with everything you need to really gain a solid understanding of the *BattleTech* game and universe.



If you're confident you want to go deeper "in" to *BattleTech* from the jump — or are a well-seasoned wargame player — this box is the place to start.

CLAN INVASION



Upon the firm foundation of those two box sets, we ran the *Clan Invasion* Kickstarter in 2019, unleashing nearly one hundred high-quality plastic miniatures. *BattleTech* finished among the top 100 Kickstarter campaigns ever! Central to its success was the *Clan Invasion* (CAT 35030R, \$49.99) box set, which has gone on to be hugely successful in the hobby game trade (along with the twenty supporting ForcePacks).

As mentioned, the *BattleTech* universe is a dynamic, evolving setting that covers nearly a thousand years. To make that digestible for fiction and game play, it's been split into various Eras. Both the *Beginner Box* and *A Game of Armored Combat* are set in



the Succession Wars — specifically around the year 3025 — an era of low technology and resources. However, in the year 3049, an army from beyond the stars invaded with brand new BattleMechs and advanced technologies: the Clans.

The *Clan Invasion* box set plugs directly into *A Game of Armored Combat*, unlocking more advanced technologies for players to charge into battle with. It showcases five miniatures — among them the seminal *Timber Wolf (Mad Cat)* — along with two battle armor infantry miniatures (Elementals). It also includes a Universe Primer, a 32-page rulebook, record sheet booklet, pilot cards, punch out tokens, two maps, and a poster.

With just a few games from *A Game of Armored Combat* under your belt, you can easily incorporate this box set into your everyday *BattleTech* sessions.

ALPHA STRIKE



The *Alpha Strike* (CAT 35690, \$79.99) box set was released at the end of last year to huge fanfare. Still set within the *BattleTech* Universe — with a great short story included — it is a different way to play the game.

Designed from the ground up as a modern tabletop miniatures game experience, it allows players to run through a standard-sized *BattleTech* game in roughly an hour. Or, if you've got a pile of



miniatures you're itching to get into combat, you can easily up-size to play much larger games in roughly the same time frame as a standard game.

The miniatures are the same quality and scale; any of the miniatures Catalyst produces can be used with the Quick-Start Rules of the *Beginner Box*, the standard rules of *A Game of Armored Combat* and *Clan Invasion*, or *Alpha Strike*.

This box set might also be the best value in gaming: thirteen miniatures, 40-page rulebook, 16-page Universe Primer, 13 pilot cards, 13 *Alpha Strike* cards, 25 *Battlefield Support* cards, reference sheet, two punch out boards of trees and game counters and 15 fold-up cardstock buildings. This box overflows with the fast-paced action you'll be running at your game table!

MERCENARIES

The latest box set in development, *Mercenaries* plugs seamlessly into the *Clan Invasion* box set as "the next *BattleTech* installment." It includes eight BattleMechs, along with the introduction of four combat vehicles. Streamlined *Battlefield Support* rules allow you to add those vehicles — along with mines, artillery, and aerospace fighter strikes — into your game quickly and easily, while ensuring your 'Mechs remain the stars of the battlefield.



A BOX THAT'S RIGHT FOR YOU

There's a *BattleTech* box set that's right for you. Grab a copy and charge into this amazing experience!

...



Randall N. Bills has led the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides, and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial *BattleTech* and *Shadowrun* properties, along with new games such as *Leviathans: The Great War*. He's published numerous novels and short stories, and was involved in the core development and design of the *Dungeons & Dragons* Deckbuilder, *Dragonfire*.

ONSLAUGHT

WIZKIDS

DUNGEONS & DRAGONS RPG: ONSLAUGHT CORE SET

WZK 89700 \$139.99 | Available Now!

The official launch of *Dungeons & Dragons: Onslaught* has hit the organized play space in Friendly Local Game Stores (FLGS) near you. As we continue forward with this exciting new adventure, we're rewinding the clock to take a look at the inception of this project and its unique origin story. Join Alex Davy, Director of Miniatures Gaming at WizKids, as he interviews *D&D: Onslaught* co-designer Nicholas Yu about his experience pitching the game and covering some of its distinct elements that make it shine.

WizKids: There have been a number of *Dungeons & Dragons* miniatures skirmish games over the years. How is *Onslaught* different?

Nicholas Yu: We realized right away that *Dungeons & Dragons: Onslaught* should be a Player vs. Player vs. Environment game. D&D has too many iconic monsters not to use, and that extra monstrous element helps set the game apart from some of the other games that occupy a similar space. We decided pretty early on that the other player should move and roll for monster attacks against you, too, so there's a strategic element and the thrill of rolling dice for the monsters, too.



Again, one of the key missives was to make a game that felt true to *D&D*, but also had its own unique game play. We kept the grids that section out the game board so players can calculate the distance between character pieces and plan out how to navigate the various terrain types across the map, but balanced movement out by keeping character

movement to orthogonal directions only. Attack range could still be counted diagonally, so you don't end up with weird cross shapes or misshapen Area of Effect blasts. This is a system I'd used previously that was chiefly inspired by tactical video games like *Final Fantasy Tactics* and *Tactics Ogre*.

WizKids: *Onslaught* includes some unusual componentry. What was the impetus behind the dial cards for the characters?

Nicholas Yu: Originally, there was going to be just one dial that tracked Hit Points, Armor Class, and Speed—pretty similar to what you'd see in *HeroClix*, for example. But then they told us we could

have more dials. Maybe as many as 3 or 4 more of them in addition to the main dial. Sounds like a pretty cool way to track ability cooldowns to me!

If you're not familiar with it, Fourth Edition introduced the concept of ability cooldowns, something that seems clearly influenced by video games. Maybe that wasn't the ideal decision for *D&D*, but that kind of approach made a whole lot of sense for a tactical skirmish game.

WizKids: We've talked about what makes the role playing game different from *Onslaught*, but what sets it apart from other skirmish games? There's the PvPvE element, of course, but are there other distinctions?

Nicholas Yu: An early design tentpole that Travis set up was that it should be exceedingly easy to set up your team in *Onslaught*. There are many awesome points-based army systems out there, and we didn't want to be in that space. "No points!" was something Travis always highlighted while we were discussing party creation. The roleplaying game offered some insight into that, too, with the concept of party roles, as did a number of PvP video games like *Overwatch* and *League of Legends*. Again, for a proper roleplaying game, you don't necessarily want to pigeonhole your players into a specific role, but it sounds pretty good for a tactical skirmish game, right?



In *Onslaught*, characters are divided into six distinct Roles: Vanguard, Melee Damage, Ranged Damage, Healer, Tactician, and Hybrid (which are all different combinations of two or more other roles). After seeing what mission they'll be playing, players simply choose five characters from their faction, each with a different role. With this one clean rule, party creation is simple: just "grab and go."

This system also makes army building and game balancing easier even as more characters and factions are released. There will be, of course, a few interesting twists to the roles and factions as *Onslaught* continues to mature, but we can save those for a future Designer Diary!

Find out more about *D&D: Onslaught* at www.dndonslaught.com or ask about it at your FLGS.

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G.I. JOE DECK-BUILDING GAME: NEW ALLIANCES

RGS 02533 \$30.00 | Available Q2 2023!

Renegade Game Studios was extremely busy in 2022, putting out a staggering 10 expansions for their Hasbro-licensed deck-building games, and they're also starting off 2023 with a bang! *G.I. JOE Deck-Building Game: New Allies* is a brand-new expansion, as well as the first of several crossover games planned by Renegade this year. In this game, Cobra, led by Old Snake, has teamed up with the Decepticons in an attempt to take over the world, and only the combined force of G.I. JOE and the Autobots can stop them!

While it is an expansion for the *G.I. JOE Deck-Building Game*, *New Allies* contains all the elements of Transformers necessary to please any fan of the robots in disguise. In addition to two new playable leaders, Cover Girl and Marissa Faireborn, *New Allies* includes a brand new crossover Story Pack, new main deck and complication cards which feature iconic characters and items from both franchises, and a host of new and modified mechanics which really bring the *Transformers* into the world of *G.I. JOE*.

Firstly, on the side of the players and the Joes are the Autobots. Autobots are shared Group Item (first introduced in the *Shadow of the Serpent* expansion) cards which can either be used in Bot Mode or Alt Mode. Autobots sent on missions in Bot Mode will provide additional dice to the mission according to their Skills; however, the dice used by the Autobots are new, bright pink, Energon dice, which are a limited and consumable resource. These dice are rolled in addition to the

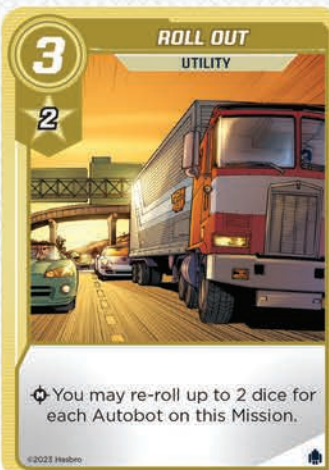
green dice provided by Joes, and are then removed from the pool on resolution of the mission. If there aren't enough dice in the pool, you can't send Autobots on missions in Bot Mode, so manage this new resource wisely! This really encapsulates the typical struggle for resources present in most incarnations of Transformers.

Autobots can also be sent on missions in Alt Mode, where they act as a Transport for the Joes, in place of the VAMP or another Transport card. Typical of the *G.I. JOE Deck-Building Game* Transports, Autobots in Alt Mode have a capacity and a special ability, as listed at the bottom of their card. Players also have access to Prime's Trailer, a new Towable Asset (first introduced in the *Cold Snap* expansion).

After being recruited, the Autobots reside in the Ark, a tile depicting the classic stuck-in-a-mountain Autobot spaceship. The Ark contains the Energon dice pool and is the primary method of generating Energon, but it also provides access to two tools: Teletraan I and the Repair Bay. Teletraan I provides extra Skills which can be used on any mission, and the Repair Bay helps return Autobots from a player's discard pile to the Ark. Both of these tiles start in an inactive

state, and while the Repair Bay can be built like Command Center tiles*, Teletraan I only comes and stays online while there is sufficient Energon available to power it.

Over on the Decepticon side, new Decepticon Officers bring Megatron and his inner circle into play with new and exciting challenges. While some of the Decepticon Officers bring along their Cobra partners, others interact with new Side Mission cards in ways that will excite Transformers fans: Soundwave sends out Mini-Cassette





Side Missions, each of which interacts with the game in a different way which is sure to throw a wrench into your plans, and Devastator comes into play once all the Constructicon Side Missions have been put into play by the Space Bridge or other game effects.



While Cobra keeps the Joes and Autobots occupied, the Decepticons are busy building a Space Bridge. This new tile contains a track which is advanced each round, introducing Complications and Constructicons as building progresses. Once complete, the tile is flipped over and it becomes a new Group Mission for the players to defeat, under threat of advancing the game to its end prematurely as Decepticons flood through the bridge and destroy cards from the main deck.

While this expansion obviously adds new content to the familiar mechanics of the *G.I. JOE Deck-Building Game*, it also seamlessly



integrates the familiar with the new, making for an experience that is both very *G.I. JOE*, but also, surprisingly very *Transformers*. *G.I. JOE* fans will want it for the additional Story Pack, Officers, Leaders, and Complications, this is also one that *Transformers* fans will want to pick up, as well, for the chance to gain and use Energon, choose the best mode for their Autobots, destroy the Space Bridge, activate Teletraan I, and other immersive *Transformers* moments.

It is important to note that this expansion is not compatible with *Transformers Deck-Building Game*, and must be played with a copy of the *G.I. JOE Deck-Building Game* core set. Check out *G.I. JOE Deck-Building Game: New Alliances*, available in Q2 2023, with pre-orders open now!

G.I. JOE Deck-Building Game: New Alliances, available in Q2 2023, with pre-orders open now!



Eric Findlay is a high school math teacher from Vancouver, BC who got heavily into board games about 5 years ago. He has since amassed a large collection of games and has been a playtest volunteer for Renegade Game Studios since 2019.



CANGACEIROS

LEGENDARY BANDITS FIGHT FOR HONOR AND FREEDOM



CANGACEIROS

AGS ARTG023..... \$65.00 | Available April 2023

The desert region of the *Sertão*, in the Northeast Region of Brazil, was the background for the deeds of the “*cangaceiros*,” men who embraced the way of the *cangaço* — from *canga*, which means yoke. As the bull carries the yoke, so the *cangaceiro* carried weapons and the deadly burden of that choice, leaving behind their loved ones, and living in the scorching hinterland sprinkled with arid brambles, the *Caatinga*, and desolate cliffs, the *Serras*.

The iconic figure of the *cangaceiro* goes beyond the stereotypical image of the outlaw, who takes from the rich to give to the poor; it was rather someone who fought to reaffirm their rights and to seek vengeance, an oppressed countryman who took up arms against the tyranny of the “*coronéis*” (the powerful landowners who owned the *fazendas*, large plots of land) — because their honor was more important than anything else.

In the strategic competitive game *Cangaceiros*, designed by Roberto Pestrin and created by Ergo Ludo Editions, published in the English edition by Ares Games, two to five players represent the Chief *Cangaceiros* and their Gangs, feared and respected across all the *Sertão*.



Each player represents a Gang and its Chief *Cangaceiro*, each with their own unique abilities and characteristics. There are 20 Chiefs in the game, each of them corresponding to a renowned outlaw, briefly presented in a dedicated section in the rulebook. Among them, the most famous *cangaceiro*, Lampião, also called “King of the *Sertão*” and his partner Maria Bonita — one of five women among the *Cangaceiro* Chiefs in the game.

The gameplay mixes the mechanics of area control, worker placement, and deck building. Each player uses a deck made up of seven Action cards, which allow them to attack the *Volantes* (the state police trained to kill them) or execute different actions — such as movement, collecting resources, placing a Garrison to control a region, assaulting the prison, training their Chief, and recruiting new members for the Gang.

The goal is to collect Fame Points through various means, such as getting rich, freeing *cangaceiros* from a prison, or eliminating *Volantes*. If a Chief is fully trained and the Gang has enough resources, a player can also achieve a Life Goal: once it is accomplished, the Chief retires, the Gang gets a number of Fame Points, and the player gets a new Chief.

Cangaceiros is played on a map board depicting the region of Brazilian Northeast with four distinct types of spaces in its main area: *Sertão* (desert), *Caatinga* (forest), *Serra* (mountains), and *City* (buildings). The territory is a crucial element in this setting. The dry forest *Caatinga* was a refuge, but difficult to access, full of thorns, and with meager resources. *Caatinga* and *Serra* have specific decks of powerful Action cards, and players with their Gang meeple in one of these spaces after playing their third card in a round can replace one of their Starting Action cards.

The *Volantes* are controlled by a deck of cards indicating the number of them in each City, how they are armed and protected, how many wounds they can suffer, and their value in Fame Points. They are spawned at the beginning of each round, and players may decide whether to attack them or not, considering the risks and the gain in the case of victory. Following player actions, it is time to the *Volantes*’ activation. They can move toward your men, targeting a Gang meeple or a Garrison, and then attack, wounding the Chief *Cangaceiro* in the former case, or arresting the bandits in the latter. When a Chief dies, the Gang immediately lose Fame Points equal to their bounty. Players also have the chance to corrupt a *Volante* to avoid an attack.

At the end of each round, events may affect the players, creating various hindrances to their Gang unless they deal with them. The game ends at the end of the seventh round, or when all the Life Goal cards are depleted. All players total up their on-hand resources and *Serra* and *Caatinga* Action cards claimed, the number of *Cangaceiros* on their player board and Garrisons, the number of *Volantes* defeated, training markers, and other resources. The wounds suffered by their

Chief are subtracted from the total, and resources are then converted to Fame Points. The winner is the player with the most Fame Points.

Thanks to the twenty different Chiefs, the initial setup of cards and resources, the events, and Life Goals distributed randomly, each game of *Cangaceiros* is profoundly different from the others, offering high replayability. Get ready to show courage and honor, survive in

the *Caatinga*, push back the *Volantes*, attack the corrupted cities, right the wrongs done to your Gang, and never forgive betrayal! Grow your fame and become the most famous *cangaceiro* in all the *Sertão*...



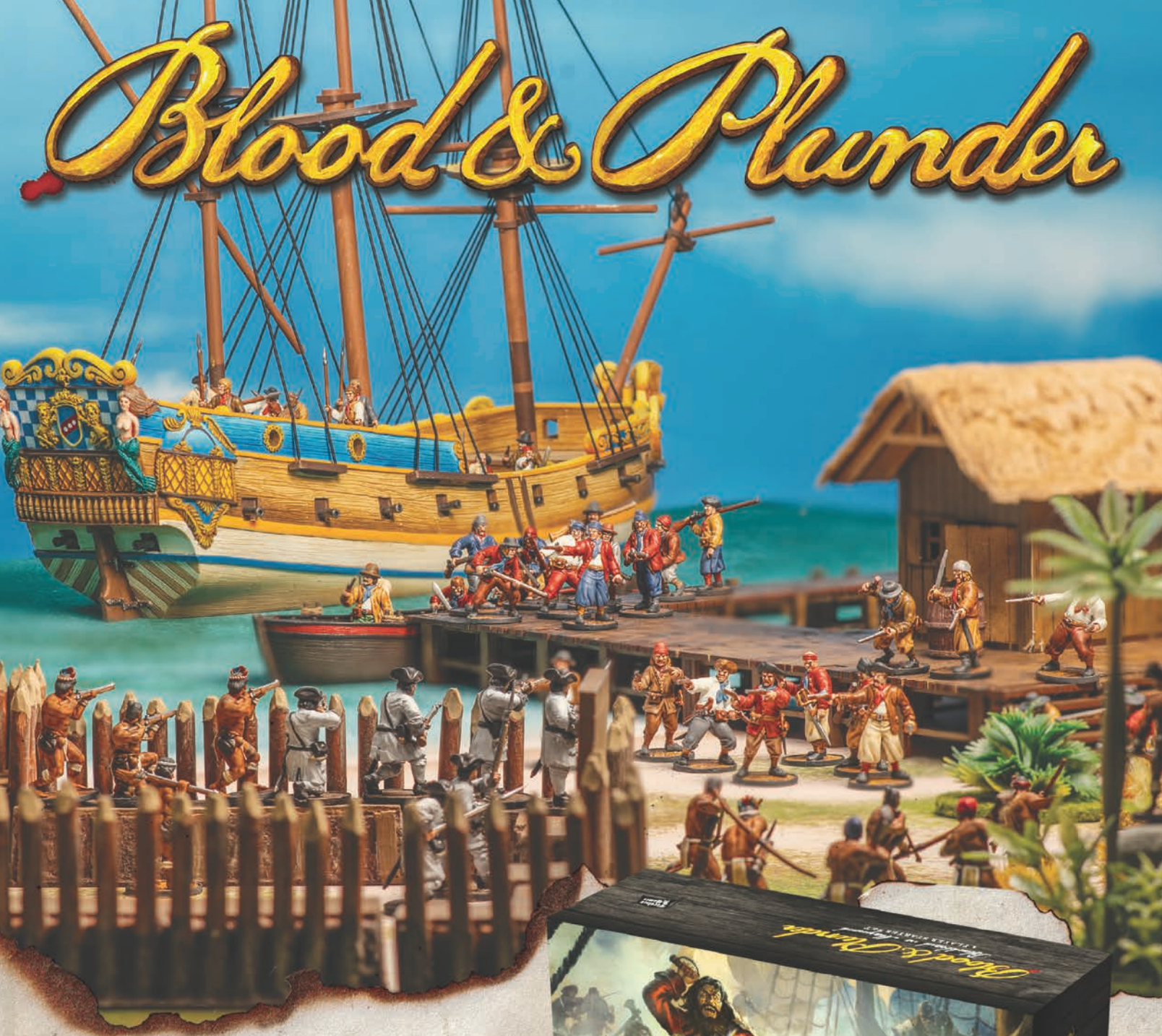
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Blood & Plunder

RAISE THE BLACK STARTER KIT ARRIVES IN PORT

By Mitch Reed

Gamers should be excited that *Blood & Plunder: Raise the Black* from Firelock Games is now out. For those who love the game, they now have new lists, characters, and models to augment their collections; however, my focus in this article is about the new starter kit that will bring in new players who have been waiting to get into *Blood & Plunder*.

Many game companies produce starter kits that allow a new player to collect a basic force to start enjoying the game right away. However the Blackbeard vs. Maynard two player starter kit above and beyond what other games have done in the past and is an amazing deal for players, both new and old.

The first thing you will notice about this kit that is really is a two-player kit, you have everything you will need for you and a fellow gamer to start playing *Blood & Plunder*. The kit comes in a huge box that I will keep to store and transport my *Blood & Plunder* kit and the artwork on the box is top notch.

The box comes with 24 models, which are the new sailor plastic sculpts which are amazing and once again shows that they have some of the best models in the community. The sailor sprues gives you a lot of options, such as different model heads and weapons, so you can build a themed force to one of the many factions in the game and your model can have the proper equipment to match its characteristics. The box also comes with two unique models of Blackbeard and Robert Maynard, so in total you get 26 good looking models in the kit.

Perhaps the biggest addition to the kit are the two ship models. The kit allows you to make the models either a Balandra or a Bermuda Sloop and like the figures are excellent models that are not very tough to build. Often the hesitation for new players is playing with these big ships, the resin models sell quickly are at times hard to find and the cost often discourages gamers on a budget. The inclusion of these two models lowers the cost and

availability bar for new players.

The box also has all of the activation unit and ship cards, dice, markers, and tokens you will need to play the game, it also even comes with a ruler and other measuring gauges. The folks from Firelock Games took this box to the next level by adding a 3'x3' sea playing mat and cardboard terrain. The tokens, like the measurement tools and terrain are made of thick cardboard and work just as well as the dice the game used in the earlier edition.

Finally, the kit has a soft cover rulebook that compiles all of the rules from previous releases of *Blood & Plunder*. I like this rulebook; it is easier to take with me to an event and thumb through if I need to look up a rule while in the middle of combat.

While many starter kits really try to get you to buy add-ons to make your initial force, this one really gives you everything in one box without the need to make additional purchases for your first game. Some may think this goes against the business model that many companies adopt to maximize sales, this starter kit gives all you need and the enjoyment of *Blood & Plunder* will drive you to collect more ships, books, and models as you delve deeper into the game.

For those like me who have huge *Blood & Plunder* collections the box is still a great deal. You get more models and more ships that will give you even more option in building some of the very diverse lists that are in the game already.

As an avid *Blood & Plunder* player, I hope this kit will get players who have been on the fence about getting into this game and join our ever-expanding community of players. What I really hope for as well is that with the inclusion of the two ships that more players will try the sea battle component of the game. In previous articles I have raved that Firelock broke new ground with their ship battle mechanics and the rules are easy to pick up.



BLOOD & PLUNDER: RAISE THE BLACK 2 PLAYER STARTER SET
FGD 0113 PI | Available Q2 2023!

WHAT IS BATTLETECH?



BattleTech is a science-fiction “space opera” set in the factional, militarized universe of the thirty-first and thirty-second century. Humanity has spread to the stars and spawned titanic interstellar empires, each controlling hundreds of worlds across a combined region of space stretching more than a thousand light years.

Following the rise of six Great Noble Houses, a mighty Star League was forged, heralding a golden age of prosperity.

However, treachery undermined the Star League and led to the murder of the First Lord and the fall of House Cameron. The rulers of the remaining five Great Houses each proclaimed themselves the new First Lord of the crumbling Star League, and thus began the Succession Wars. And for generations, armies have clashed across a thousand worlds to expand the star-spanning empires of one of the noble Great Houses or Clans.

ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and pick up sourcebooks, grab miniatures and play the game, or read the fiction, they need to know where a particular sourcebook or novel is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe — and to allow a player to easily “plug in” a given sourcebook or story — we’ve divided *BattleTech* into seven major eras.



STAR LEAGUE (2005-2780)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years

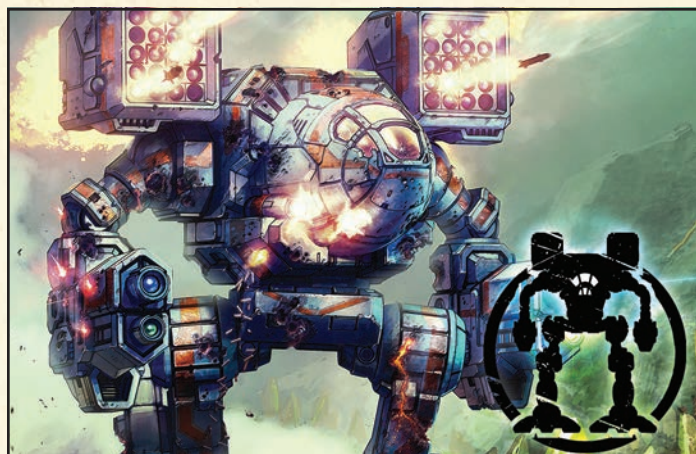
of human-occupied space known as the Inner Sphere. It also sees the creation of the most powerful military in human history.



SUCCESSION WARS (2781-3049)

Every last member of First Lord Richard Cameron’s family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the Inner Sphere collapses into centuries of warfare known as the Succession Wars that eventually result in a massive loss of technology across most worlds.

- The **Beginner Box** is set in this era.
- **A Game of Armored Combat** is set in this era.
- **BATTLETECH: Harebrained Schemes’ BATTLETECH** is set near the end of this era, specifically starting in 3025.
- **MechWarrior 5: Mercenaries:** Piranha Games’ *MechWarrior 5: Mercenaries* is set in this era.



CLAN INVASION (3050-3061)

A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky’s SLDF troops, forged into a society dedicated to becoming the greatest

fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans act as a catalyst for a technological renaissance.

- The **Clan Invasion** box set is set in this era.
- **MechWarrior Online:** Piranha Games' *MechWarrior Online* is set in this era.



CIVIL WAR (3062-3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.



JIHAD (3068-3080)

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake — a splinter group of ComStar, the protectors and controllers of interstellar communication — launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are unleashed.



DARK AGE (3081-3150)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.



ILCLAN (3151-PRESENT)

The once-invincible Republic of the Sphere lies in ruins, torn apart by the Great Houses and the Clans as they wage war against each other on a scale not seen in nearly a century. Mercenaries flourish once more, selling their might to the highest bidder. As Fortress Republic collapses, the Clans race toward Terra to claim their long-denied birthright and create a supreme authority that will fulfill the dream of Aleksandr Kerensky and rule the Inner Sphere by any means necessary: The IlClan.

This is the current era of the *BattleTech* Universe, as depicted in the Catalyst Game Labs tabletop game and ongoing fiction. The *Alpha Strike* box set is set in this era.



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Hidden movement games pit one player against the rest of the table. The concealed character travels secretly about the game board causing mischief and mayhem, while the rest of the players use clues and deduction to track them down. Some of the more well-known hidden movement titles include *Fury of Dracula*, *Letters from Whitechapel*, and the family-friendly classic, *Scotland Yard*.

One of the original hidden movement games, *Scotland Yard* launched in 1983 and earned the coveted "Spiel des Jahres" German game award. To celebrate its 40th anniversary in 2023, Ravensburger will debut a new twist on the award-winning game with the launch of *Scotland Yard: Sherlock Holmes Edition*. As the master detective and his companions team up with Scotland Yard to stop Moriarty, we've turned our investigative eye to the origins of *Scotland Yard*, which defined a genre!

According to Ravensburger Archive Manager Tristan Schwennsen, the game's story begins in 1979:

"Back then, the publishing house was still named "Otto Maier Verlag" after its founder. Three project teams were founded in the company that year: Project Team I created hybrid, electronic board games; Project Team II tackled magnetic games; and Project Team III was challenged with the daring task of developing a 'traffic or world travel game,' one of the company's first in-house development projects," said Schwennsen.

Project Team III consisted of:



- Werner Schlegel (editor and head of the project team)
- Dorothy Garrels (editor)
- Fritz Iffland (technician)
- Manfred Burggraf (graphic designer)
- Werner Scheerer (Purchasing)
- Wolf Hörmann (product developer)

Schlegel and his team kicked off game development January 7, 1979. Meeting every two weeks, they began creating a game called "Europareise" or "Journey through Europe". By the following year, the core mechanics of the game had already emerged. In 1980, Project Team III presented their results to the "Gesellschaftsspiele" editorial team under the title "Fuchsjagd" ("Foxhunt").

Scotland Yard almost was set on a completely different continent! In 1982, the game's story had moved to Manhattan, under the working title "Spur in Manhattan. Oder: Killroy war hier" ("Track in Manhattan. Or: Killroy was here"). The game concept



SCOTLAND YARD: SHERLOCK HOLMES EDITION

RVN 27344..... \$39.99 | Available Now!



revolved around a bet: The "Invisible Man" bets to visit at least 26 known locations in Manhattan without meeting a "Seeker". Although the story would continue to evolve, the game mechanics (moves, move notation, means of transport, starting field selection, etc.) had reached their final form players continue to enjoy to this day.

Finally, the game was shifted to a London setting, featuring Scotland Yard and Mr. X in place of Killroy. Game designer Wolfgang Kramer put the finishing touches on *Scotland Yard* in 1983. Project Team III had sent him the game for testing a few months prior to launch. Kramer was enthusiastic about the game but noticed the detectives could observe where Mr. X was looking on the game board. Therefore, the iconic cap was added to the game to block that player's eyes from view.

Scotland Yard launched in 1983 to great success, and since then, a variety of *Scotland Yard* editions have been added to the game family, including the latest *Sherlock Holmes Edition* this year. In 2013, for the 30th anniversary of the original game, the game board was updated to reflect new buildings erected in London, including the London Eye and the Shard. Over 8.5 million copies of *Scotland Yard* games have sold worldwide.

...

Lysa Penrose is the Games Marketing Manager at Ravensburger North America. She lives in Seattle with her husband, 4 cats, and 20,000 bees. Tristan Schwennsen is the Archive Manager at Ravensburger in Germany.

SCOTLAND YARD AROUND THE WORLD

- 1999 N.Y. Chase. Mister X in New York
- 2009 Mister X. Flucht durch Europa (Escape through Europe)
- 2010 Mister X. Flucht durch Europa Mitbringspiel (Escape through Europe take-home game)
- 2011 Scotland Yard Flucht durch die Schweiz (Escape through Switzerland, only available in Switzerland)
- 2013 Scotland Yard Master
- 2013 Scotland Yard Mitbringspiel (take-home game)
- 2014 Scotland Yard Junior in New York
- 2014 Scotland Yard Tokyo (only available in Japan)
- 2017 Scotland Yard. Das Kartenspiel (The Card Game)
- 2018 Scotland Yard Venice (only available in Italy)
- 2019 Scotland Yard. Das Würfelspiel (The Dice Game)
- 2020 Scotland Yard Italia (only available in Italy)
- 2022 Scotland Yard. Sherlock Holmes Edition

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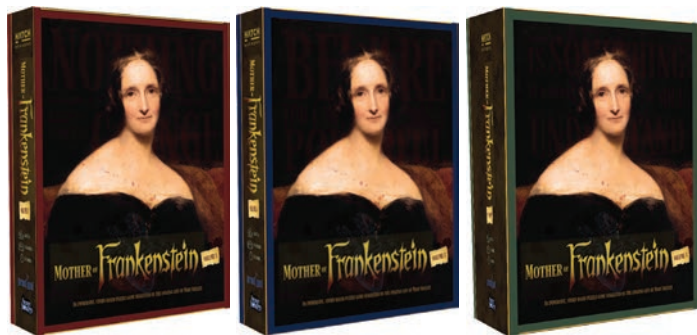


DELTA GREEN RPG: CONVERGENCE
September, 1996. In a small Tennessee town, teenager Billy Ray Spivey vanishes for two days without explanation and comes back changed. When he uses unnatural powers to kill two people, conspiracy theorists blame UFOs. Delta Green has other suspicions. A team of agents heads to Grovesville to find the truth, but they may become the next victims. Written by John Scott Tynes, Convergence was the first Delta Green scenario ever published. Delta Green's illegal conspiracy of government agents exploit their positions and connections to cover up lethal incursions from beyond time and space, facing the madness so that no one else must. Convergence has blighted the nightmares of unwitting players since it first appeared in 1992. This edition has been thoroughly edited and updated for the *Delta Green RPG* and it accompanies *Delta Green: The Conspiracy*, a sourcebook for terrors in the Nineties. This is the horror that started it all. Prepare your briefing. Gather your players. Give them our best wishes. None of you will ever be the same. Scheduled to ship in March 2023.
APU 8150\$19.99



DELTA GREEN RPG: FROM THE DUST
The Gerritsen mansion, built in Red Hook in 1847, stands covered by scaffolding and plastic tarps in its slow metamorphosis into condominiums. A capable construction crew has the goodwill of neighbors. But when the day's work ends, something stirs in the darkness. Soft voices whisper. Weird footprints linger. Children of Red Hook have begun to vanish. Delta Green takes an interest. The Gerritsen mansion did not always have that name. Your Agents must investigate the three most recent disappearances and strange reports from the Gerritsen mansion. If some unnatural horror is at work, they must find a way to stop it. The moon darkens. Fears gather. The infants of Red Hook are hardly the only ones at risk. *From the Dust* is a complete scenario for *Delta Green*, the role-playing game of Lovecraftian horror and conspiracy. It is playable with the full rules in the *Agent's Handbook*, or the quickstart rules in *Delta Green: Need to Know*. Scheduled to ship in March 2023.
APU 8164\$19.99

ARCANE WONDERS



MOTHER OF FRANKENSTEIN

Mother of Frankenstein challenges you to solve a series of puzzles in order to learn the truth behind Shelley's infamous monster. While challenging enough for serious puzzlers, it also features a rich, emotional narrative composed by *New York Times* bestselling YA novelist Tommy Wallach, which will have you and your loved ones feeling all the feelings. The game is divided up into three acts, each of which contains a trove of documents and puzzles, all of them beautifully crafted and cunningly designed—ostensibly by Mary Shelley herself—in order to reveal a great secret she left to her only surviving child. A bonus edition also includes a full copy of the 1818 edition of *Frankenstein* with additional puzzles from Emerald Flame creator Rita Orlov (PostCurious). Over the course of the game, you'll also build a 500 piece 2D puzzle and a 350 piece 3D puzzle, ending up with a gorgeous recreation of Frankenstein's castle you can keep forever! Scheduled to ship in May 2023.

VOLUME 1 AWG 13MF1\$39.99
VOLUME 2 AWG 13MF2\$39.99
VOLUME 3 AWG 13MF3\$49.99

ARES GAMES

SPOTLIGHT ON



CANGACEIROS

Cangaceiros is a strategic competitive game for 2 to 5 players in which each player plays a gang that tries to survive in the hostile desert territories, hunted by the Volantes, the state police trained to kill them. Each band will have a chief to choose from the 20 available, each with its own unique abilities and characteristics. The management of each 7 card deck is fundamental, such as collecting resources, placing bandits to guard a region, attacking the Volantes, assaulting the prison of the city of Recife, convert the accumulated resources into fame, train their leader and recruit new members for the gang. The different chiefs, the initial setup of cards and resources, the events and life goals distributed randomly make each game profoundly different from the other, offering a high re-playability. Scheduled to ship in April 2023.
AGS ARTG023\$65.00

BANDAI CO.

SPOTLIGHT ON



BATTLE SPIRITS SAGA TCG: EXPANSION SET 01 DISPLAY (8) (EX01)

his expansion set is themed around Elementals of four colors. This is the first inclusion of spirits, 1 card per color, that can be summoned for 0 cost, and players will definitely want to get their hands on them! These cards can be used in the opening turns for their reduction symbols and have effects to draw cards. Players will want to get these cards no matter what kind of deck they play. Super useful magic cards that can strengthen one of your spirits on the field and even draw cards, all for a low cost! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2683022.....PI



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SPOTLIGHT ON



DIGIMON TCG: VERSUS ROYAL KNIGHTS BOOSTER DISPLAY (24) (BT13)
This set focuses on the 13 different Royal Knights, some of the most unique and beloved Digimon! Fan favorites and like Omegamon, Gallantmon, Magnamon Alphamon, and UlforceVeedramon are all here. Plus, this set features the Digimon Card Game debut of Yggdrasil, the computer that manages the Digimon world. Powerful effects have synergy with the Royal Knights and can be used to dominate the game. All cards are sure to delight Digimon fans! This set includes 20 different Alt Art cards, 13 featuring Royal Knights with special designs, unlike standard Alt Art cards. These hugely popular characters will make unique additions to any collection. This set includes an unprecedented 4 different rare cards with low pull rates. These cards also feature special alternate designs. Not only are these cards rare, but powerful, and will be highly desired by all players! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2686672.....PI

BANDAI NAMCO TOYS & COLLECTIBLES

**NANOBLOCK
POKÉMON SERIES**
Scheduled to ship in February 2023.

SPOTLIGHT ON



CATERPIE & POKE BALL
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CHARIZARD
BNT 14624 \$12.00

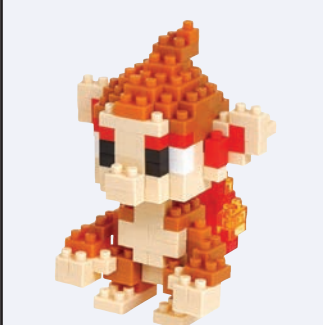
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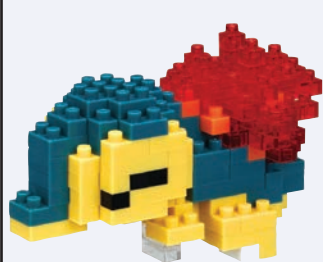
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BNT 14620 \$12.00



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BNT 20722 \$12.00



CHIMCHAR
BNT 22267 \$12.00



CYNDQUIL
BNT 20721 \$12.00



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BNT 14953 \$12.00

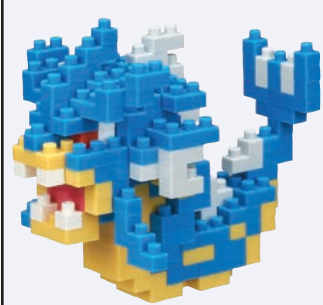
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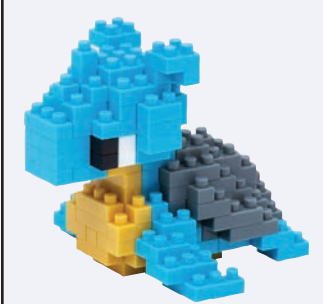
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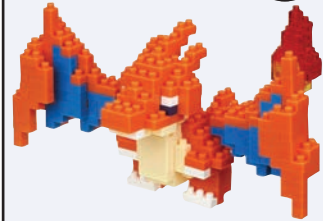


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BNT 14955 \$12.00



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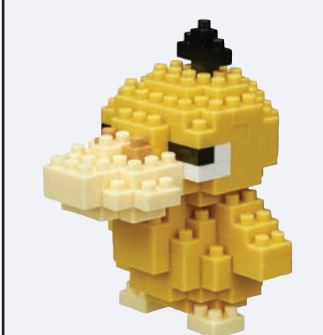
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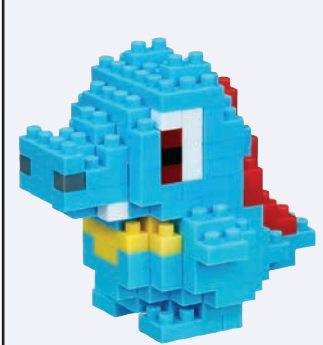
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PICHU
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PSYDUCK
BNT 20609 \$12.00



TOTODILE
BNT 20723 \$12.00



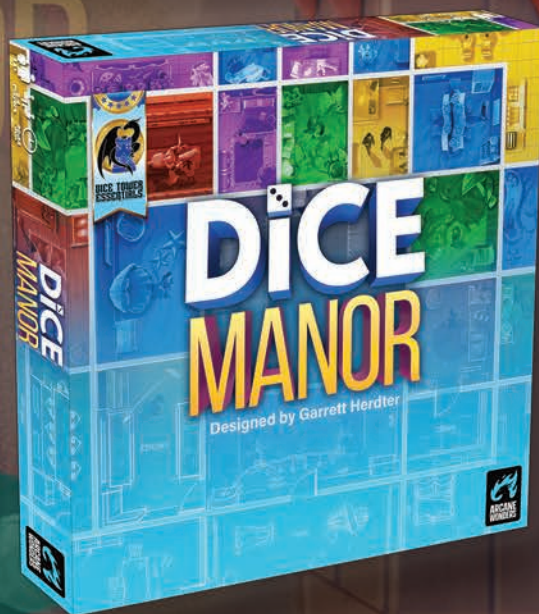
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BNT 22266 \$12.00



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- Play across a campaign of 7 chapters!
- Choose a driver and a vehicle and use them for all chapters!
- 3 rounds composed of the wreckage phase and run phase!
- Expands Solo Hero Series (Warp's Edge & Proving Grounds)

1 Players Ages 10+ 30-45 Min
RGS02315 MSRP \$40

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SPOTLIGHT ON



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BNT 21382 \$12.00

CAPSTONE GAMES

SPOTLIGHT ON



LA FAMIGLIA: THE GREAT MAFIA WAR

In the 1980s, a merciless battle raged in Sicily that would later go down in history as "The Great Mafia War." Different mob families fought with and against each other for supremacy in southern Italy. In *La Famiglia: The Great Mafia War*, you play against each other in teams (2 vs. 2) to take control of Sicily. Six different mafia families, each with special abilities, are at your disposal. Scheduled to ship in March 2023.
CSG FS5400 \$90.00

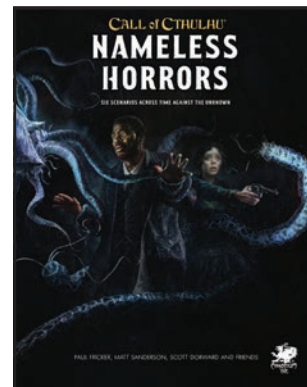
CATALYST GAME LABS



SHADOWRUN: EDGE ZONE MAYHEM DECK

The *Shadowrun* collectible card game from the '90s returns, now as an upgradeable deck-building game! With some updated art, revised rules, and a new design, this game contains all the fun of building a team of runners, throwing them against obstacles, and overcoming challenges to earn nuyen and Karma! With enough cards for two players to get started, this box launches players into the game. Scheduled to ship in May 2023.
CAT 28702 \$39.99

CHAOSIUM



CALL OF CTHULHU: NAMELESS HORRORS

This new edition of *Nameless Horrors* contains brand new art, player handouts, and maps for each of its six stand alone adventures. An Amaranthine Desire: takes place in the doomed seaport of Dunwich, England, 1892, where strange echoes of the past threaten the present. - A Message of Art: a gathering of artists in Paris, 1893, sees art and the occult come together in a dangerous fusion. - And Some Fell on Stoney Ground: 1920s small-town America, where trouble is brewing that could sweep everyone up in a wave of death and destruction. - Bleak Prospect: Massachusetts, 1932, during the Great Depression the residents of a shantytown face strange horrors that jeopardize all they hold dear. - The Mone Child: modern-day England, where an experiment with the occult casts long shadows and brings unforeseen consequences. - The Space Between: in modern-day Los Angeles, the star of a film produced by a popular religious organization has vanished. This book is designed to be used with the *Call of Cthulhu* roleplaying game and, optionally, the *Pulp Cthulhu* supplement, both available separately. Scheduled to ship in March 2023.
CHA 23180-H \$42.99

CRYPTOZOIC ENTERTAINMENT



DC COMICS DBG: RIVALS - FLASH VS REVERSE FLASH (STAND ALONE OR EXPANSION)

Two players take the roles The Flash and Reverse Flash and battle each other using Cerberus Deck-Building game elements. Scheduled to ship in March 2023.
CZE 28975 \$25.00

BATTLETECH™

A GAME OF ARMORED COMBAT



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DARRINGTON PRESS



TILL THE LAST GASP

Till the Last Gasp is a dramatic 2-player storytelling game of duels. Spanning genres and settings, this game takes you straight to the action of two characters in conflict - and as blows are exchanged, emotions are betrayed, secrets revealed, and stakes raised. *Till the Last Gasp* uniquely enables you to capture the climax of great cinema fights and clashes from stories we all know and love, and new stories you'll make through play. This is a storytelling game as much about your character's innermost feelings as it is about armor or weapons. A duel flourishes to life with the drama you bring to each move. Scheduled to ship in March 2023.

DRP TLG-BOX\$39.99

DIETZ FOUNDATION GAMES



LITTORAL COMMANDER

Littoral Commander is a 2-6 player boardgame about current and future potential military conflict in the Indo-Pacific region, a hybrid of standard wargames and card-driven games as players spend action points during their turn to activate cards or move units on the game board. Action points activate stacks (formations) or single units. Ground units have ground and anti-air capabilities, naval units have missile and anti-air capabilities, while air units have strike and anti-air capabilities. LC also features logistics units which are critical for supply since modern forces will run out of ammunition quickly on a battlefield. The game comes with standard scenarios but also has a 'living community' which regularly creates other scenarios and situations to play out as well. Scheduled to ship in March 2023.

DTZ 2022\$70.00

DV GIOCHI



13 CLUES

The year is 1899 and London is experiencing a crime wave. To help with their case load, Scotland Yard has called in some of the best detectives around, each assigned their own mystery to solve using the clues at hand. In *13 Clues*, players take on the role of Scotland Yard detectives trying to solve their own, unique mystery. They must identify the culprit, the scene of the crime, and the weapon that was used. Scheduled to ship in March 2023.

DVG 9330\$29.90

FEATURED ITEM

BANG!: THE GREAT TRAIN ROBBERY EXPANSION

The *Great Train Robbery* is a new expansion for *BANG!* base game, introducing exciting train mechanics for new effects, unexpected combos and 8 unmissable characters. The train is coming to town and the Outlaws want to get their dirty hands on the precious cargo! But the Law will do everything it can to secure the convoy to its destination. Get on board and take your strategy to a new level. Scheduled to ship in March 2023.

DVG 9117\$19.99



FEATURED ITEM

BANG! EXPANSION PACK

This expansion pack for *BANG!* contains *Wild West Show*, *High Noon*, *Valley of Shadows*. Scheduled to ship in February 2023.

DVG 9118\$19.99



FEATURED ITEM



BONSAI

Drafting, building, and tile placement game to create the best Bonsai tree in the Emperor's Garden. Scheduled to ship in April 2023.

DVG 9054\$39.99

EVIL HAT PRODUCTIONS

MONSTER OF THE WEEK RPG HARDCOVER

Most people don't believe in monsters, but you know the truth. They're real, and it's your task to bring them down. This hardcover edition of *Monster of the Week* brings that adventure to life. *Monster of the Week* is a standalone action-horror RPG for 3-5 people. Hunt high school beastsies a la *Buffy the Vampire Slayer*, travel the country to bring down unnatural creatures like the Supernatural Winchester brothers, or head up the government investigation like Mulder and Scully. This hardcover update replaces the softcover edition as the new core book in the *Monster of the Week* line. It adds two playbooks: the Snoop and the Spooktacular and adopts phenomena mysteries, alternative weird moves, and other rules options from *Tome of Mysteries* into the core book for the line.

EHP 0060\$40.00



FIRELOCK GAMES



OAK & IRON: HMS ANNE - SHIP OF THE LINE 3RD RATE

February 2023.

FGD OI010\$9.00

FREE LEAGUE PUBLISHING

FORBIDDEN LANDS RPG

Scheduled to ship in April 2023.



THE BLOODMARCH MAP & CARDS PACK

This pack for the *Forbidden Lands* roleplaying game contains maps, stickers and cards designed for use with *The Bloodmarch* campaign module.

FLF FBL018\$19.99

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THE BLOODMARCH

The *Bloodmarch* is a campaign book for the or the multiple award-winning *Forbidden Lands* retro-fantasy survival RPG, expanding the game world and including a full campaign – Legacy of Horn.

FLF FBL017 \$39.99



BOOK OF BEASTS

A bestiary you can play, this expansion for the multiple award-winning *Forbidden Lands* retro-fantasy survival RPG is beautifully illustrated and filled to the brim with murderous monsters and lethal encounters.

FLF FBL016 \$39.99



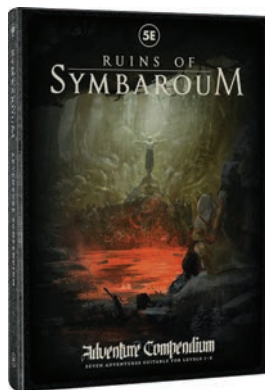
PIRATE BORG RPG: CORE RULEBOOK (MORK BORG COMPATIBLE)

Avast Ye! *PIRATE BORG* is a scurvy ridden, rules light, art heavy RPG inspired by history, fantasy, horror, and rum. *PIRATE BORG* is a complete game based on and compatible with the award-winning doom art-punk RPG *MORK BORG*. Eight character classes. Easy-to-learn naval combat rules. 80+ NPCs & monsters. *The Curse of Skeleton Point*, a sandbox style adventure with 11 pirate-themed locations. Double-sided folded map. Scheduled to ship in March 2023.

FLF FLW18 \$39.99

RUINS OF SYMBAROUW RPG

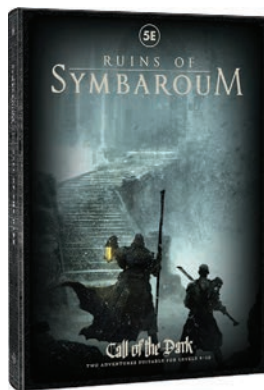
Scheduled to ship in March 2023.



ADVENTURE COLLECTION (5E)

With the *Ruins of Sybaroum* game line, the acclaimed setting of Sybaroum comes to the world's most popular roleplaying game rules! This book presents seven low to medium level adventures, perfect for introducing gamemasters and players to the game world and the special rules created as an addition to the 5th Edition OGL ruleset. The *Adventure Compendium* contains seven full-length adventures, ranging from level 1 to 8; the settlements Kastor, Ravenia and Prios Pass; thirteen mystical artifacts and a dozen color maps to explore; an introduction to the pantheon of the Young Gods. Made in Lithuania. Seven full-length adventures, ranging from level 1 to 8. The settlements Kastor, Ravenia and Prios Pass. Thirteen mystical artifacts and a dozen color maps to explore. An introduction to the pantheon of the Young Gods.

FLF SYM025 \$44.99



CALL OF THE DARK (5E)

With the *Ruins of Sybaroum* game line, the acclaimed setting of Sybaroum comes to the world's most popular roleplaying game rules! This book presents two medium level adventures to be played using the special rules created as an addition to the 5th Edition OGL ruleset. *Call of the Dark* contains two full-length adventures that will expose the player characters to great challenges; the Alberian barony of Sarli and the city of Kurun as detailed adventure landscapes; a dozen locations and establishments where the characters can eat, trade, sleep, find information and visit the authorities; full color maps of the barony and the city; four artifacts and new or alternative rules for Forced rides and the Dangers of the Darkened Land.

FLF SYM030 \$34.99

STARFINDER

STARFINDER AP #50: CLOCKWORK DEMONS
An adventure continuing the Drift Hackers Adventure Path in which faster-than-light travel breaks down and the galaxy is thrown into chaos.
PZ07250 MSRP \$24.99

STARFINDER PACT WORLDS POCKET EDITION
This softcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure.
PZ07107-PE MSRP \$24.99

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GAMES

OUT NOW



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sitches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



60-90
mins



2-4
players



Ages
14+

GF9 FFF01 \$65



OUT NOW



Pathfinder: Level 20

Here you are, minding your own business with some of your best friends, enjoying the leftover scraps when you hear the most terrifying words you've ever heard. "I just need a few XP to hit Level 20."

In Level 20 players take on the role of Kobolds, trying to escape an XP hungry fighter or cause him to flee their den in embarrassment.

Pathfinder: Level 20 is a game of mischief and survival, will you make the hero flee, or end up on the end of their sword?



20+
mins.



2-6
players



Ages
10+

GF9 PFSF01 \$30

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Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly-refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...



60-90
mins



2-4
players



Ages
14+

GF9 PFSF02 \$60

MON LNO

Enola Holmes: Finder of Lost Souls

Detection is not a simple game, but with the help of my extraordinary brother, Sherlock, and a certain nincompoop, I'll see the truth soon enough.

Enola Holmes is an all-against-one cooperative game where the detectives travel around London solving puzzles to gain the clues that will fuel their deductions.

Can you deduce the crime before the criminal wins?



45
mins



2-4
players



Ages
14+

GF9 ENH001 \$40

MON LNO

Dr Who: Nemesis

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything. You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.



45-90
mins.



2-4
players



Ages
14+

GF9 DWN01 \$60

OUT MARCH



GAMELYN GAMES



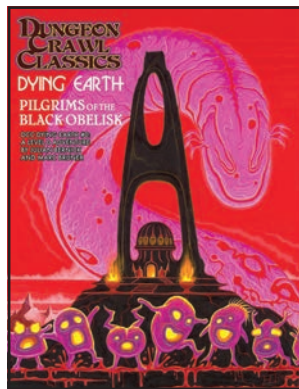
TINY EPIC PUZZLE: COLLECTORS SET SERIES 1

Enjoy the unfolding story within each puzzle as you build these with your entire family! Series 1 of the Tiny Epic Puzzle Collector's Set includes seven 100-piece puzzles. Scheduled to ship in August 2023. GLG TEPZ01\$25.00

GOODMAN GAMES

DUNGEON CRAWL CLASSICS: DYING EARTH

Scheduled to ship in March 2023.



#0 THE BLACK OBELISK

For thousands of years, worshippers of the divine Omaet-ko have kept vigil at the Black Obelisk, awaiting the return of the Great God. A pilgrimage departs on a journey to the holy city, but can these travelers survive the perils of the trip? The Black Obelisk is a 0-level funnel softcover adventure designed to kick-off a brand new campaign set in Jack Vance's Dying Earth. The adventure also contains patron information for the demon Ohmvos, a powerful potential antagonist or ally. The adventure is designed for DCC Dying Earth, but it can be used in any DCC RPG setting with minimum changes.

GMG 5266S\$9.99



#1 THE LAUGHING IDOL OF LAR-SHANN

DCC DE #1 The Laughing Idol of Lar-Shann pits adventurers against the machinations of the demon Lar-Shann, his bellowing idol, and his power-mad monks. The PC must infiltrate the demon's temple and overcome the terrors beneath it to succeed in their quest. The Laughing Idol of Lar-Shann is a softcover adventure designed for 1st level characters. It details the demonic temple of Lar-Shann and the strange occupants that dwell there. Although designed for DCC Dying Earth campaigns, it can easily be used in any DCC RPG setting with minimum changes. Scheduled to ship in March 2023.

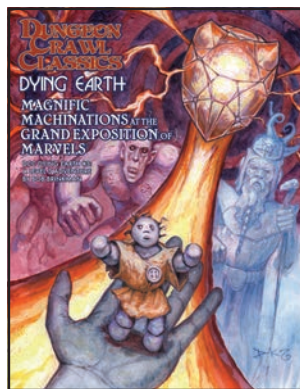
GMG 5267S\$9.99



#2 THE SORCERER'S TOWER OF SANGUINE SLANT

A towering spire of gravity-defying frozen blood beckons adventurers to plumb its depths. Lurking within its sanguine walls is the black IOUN stone, protected by vat-birthed monstrosities and the ghost of a long-dead magician. The Sorcerer's Tower of Sanguine Slant is a softcover adventure designed for 2nd level characters. It describes a most unusual wizard's tower and the bizarre occupants encountered therein. Although designed for DCC Dying Earth campaigns, it can easily be used in any DCC RPG setting with minimum changes.

GMG 5268S\$9.99



#3 MAGNIFICENT MACHINATIONS AT THE GRAND EXPOSITION

This adventure presents a lavish and strange competition of magicians, inventors, and mountebanks vying for a fabulous prize. When the Crystal of Ciz goes missing, the PCs must contend with corrupt merchants and demon-bound witches to reclaim it, relying as often on deduction and investigation as swordplay and spellcraft to solve the crime. Magnificent Machinations at the Great Exposition of Marvels is a softcover adventure for 3rd level characters. Inside it are details about the City of Cuirrif, the Manse Ashtark, and a new spell for your DCC Dying Earth campaign. Although designed for DCC Dying Earth, it can easily be integrated into any DCC RPG setting with minimum changes.

GMG 5269S\$9.99



#4 MIND WEFTH OF THE MOONSTONE PALACE

Travel to the lands north of the Falling Wall, where rumors spread of the strange disappearance of magicians and the reappearance of a magical palace thought long destroyed. Upon venturing within the palace, the adventurers discover that time itself has fractured. Mind-Weft of the Moonstone Palace is a softcover adventure for 4th level characters. The module challenges players by presenting multiple timelines woven together to create a unique adventuring experience. Although designed for DCC Dying Earth campaigns, it can easily be added to any DCC RPG setting with minimum changes. Scheduled to ship in March 2023.

GMG 5270S\$9.99



#5 PENUMBRA OF THE POLAR APE

A mysterious aura surrounds a distant star and the adventurers must travel into the cosmos to discover its origin. What first appears to be a small moon is soon discovered to be the egg of a star-dragon about to hatch! Only a quick-thinking party can prevent a stellar catastrophe. Penumbra of the Polar Ape is a softcover adventure for 5th level characters. The adventure details an entire moon that the party must explore and chart in order to solve its mystery and avert disaster. Scheduled to ship in March 2023.

GMG 5271S\$9.99

#6 THE GREAT VISIP HUNT

The adventurers are sent to deal with a predatory visip — a bizarre monster birthed under the fading sun — that's wreaking havoc on a small village. But no hunt is guaranteed and it's far too easy for the predator to become the prey in the last days of Earth. Will the party survive the Great Visip Hunt? The Great Visip Hunt is a softcover adventure for 2nd level characters. It details multiple monster lairs that must be explored in the hunt for the visip, making this an easy adventure to drop into any ongoing DCC Dying Earth campaign. It can also be easily integrated in any DCC RPG setting with minimum changes.

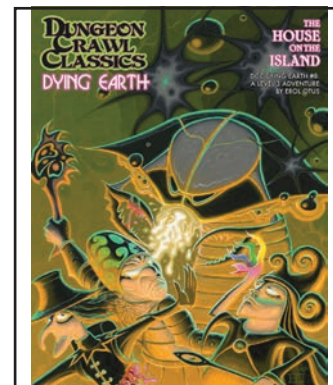
GMG 5272S\$9.99



#7 PHANTOMS OF THE ECTOPLASMIC COTILLION

Rumors of a ring that can overcome death itself spur the adventurers into entering the subterranean lair of long-dead magicians. There they must overcome the restless spirits of the deceased, surviving legacies of failed experiments, and the Ectoplasmic Cotillion—an everlasting dance macabre that threatens the very souls of the living. Phantoms of the Ectoplasmic Cotillion is a softcover adventure for 3rd level characters. It describes a haunted wizards' laboratory containing the ring of revivification, a new magical item for your DCC Dying Earth campaign. It can also be easily added to any DCC RPG setting with minimum changes.

GMG 5273S\$9.99



#8 THE HOUSE ON THE ISLAND

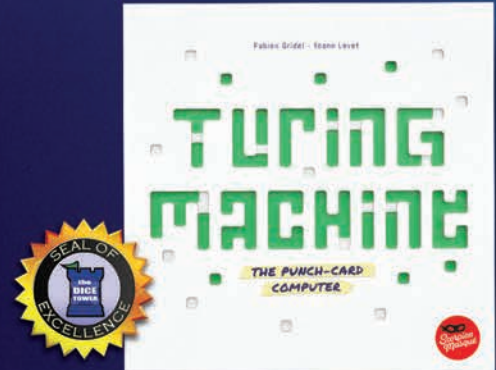
A storm strands the adventurers on a strange island populated by monsters and ancient ruins. They are offered one hope of survival—rescue the son of the friendly water weird and keep the treasures she offers in return. The House on the Island is a softcover adventure for 3rd level characters. It describes an exotic island, a living house, and an underground alien world, brought to you by the imagination of the legendary Erol Otus! Although designed for DCC Dying Earth campaigns, it can easily be used in any DCC RPG setting with minimum changes.

GMG 5274S\$9.99



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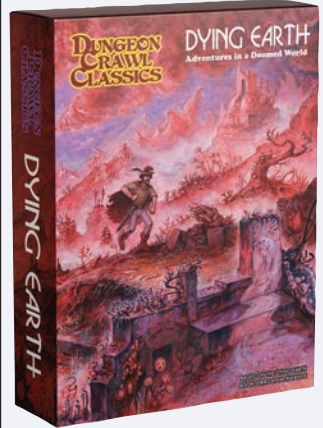


SPOTLIGHT ON



GAMES

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BOXED SET
With *Dungeon Crawl Classics Dying Earth* you will discover the tools to play in Cugel's and Rhalto's world, seek the mighty Pandelume, or fall to an indifferent grue while searching for scintillant baubles among the ensorcelled remains of the ancient earth. This boxed set contains comprehensive rules options and new material for the *Dungeon Crawl Classics* RPG explicitly designed to capture the setting of the *Dying Earth*. Within you will find new classes, creatures, patrons, spells, and more inspired by the *Dying Earth* stories for use in your *DCC* RPG game including four new classes for *DCC* RPG: magician, vat-thing, wayfarer, and witch, as well as new rules for "grudge tokens" to track the resentments that characters accumulate with every minor imprecation they encounter. This set also includes a beautiful map of the world of *Dying Earth* illustrated by Doug Kovacs. A copy of the *Dungeon Crawl Classics* rulebook is required to use this boxed set. Scheduled to ship in March 2023.
GMG 5261S \$59.99

GREATER THAN GAMES



JOOKY JOOKY
Specially designed for families with children ages 6 and up, *Jooky Jooky* is a game about an intrusive insect that players will delight in chasing through 4 different challenges: labyrinth, search & find, majority and checkup. Scheduled to ship in February 2023.
GTG JK01ENFR \$17.99

GRRRE GAMES

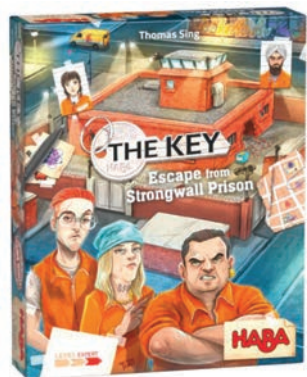


RAUHA
After millennia of sterility, life has sprung again on Rauha. As a venerable Shaman, one of its five worlds has been entrusted to you. Your powers are divine and allow you to shape the environment in order to turn this world into a cradle of life energy, keeper of serenity and harmony for the centuries to come. Scheduled to ship in June 2023.
HBG GGRAU01EN \$44.99

HABA USA



CLIPPETY-CLOP
Players race to lead their horses back to the barn, collecting items like carrots and sacks of oats along the way. The first player to get their horse back to its stall is the winner. Scheduled to ship in March 2023.
HAB 306973 \$14.99



THE KEY: ESCAPE FROM STRONGWALL PRISON
Three criminals from previous games in the *Key* series have escaped from prison. Players compete to decipher clues and find the correct number code to send the criminals back to jail. Being efficient and thorough is the key to winning this mystery game. Scheduled to ship in March 2023.
HAB 306843 \$34.99



THE KEY: ROYAL STAR CASINO BURGLARY
Burglars have struck the Royal Star Casino and the players are on the case. Junior investigators compete to sift through the clues and discover the number code that will send the robbers to jail. Scheduled to ship in March 2023.
HAB 306849 \$34.99



LOGIC GAMES: HAPPY WORMS
Arrange the colorful worm blocks next to and around each other to match the templates (the outline of a boot, a flower, etc.) Difficulty increases in each round. Scheduled to ship in March 2023.
HAB 306816 \$34.99



LOGIC GAMES: SPLASH LABYRINTH
It's time for fun on the water slide in Milo's Water Park. The object of the game is to move the brightly colored pieces of the slide so that Milo the marble can speed down it. Winning requires both a good sense of how to arrange the pieces and the dexterity to move the marble to its destination. Scheduled to ship in March 2023.
HAB 306823 \$34.99



MY VERY FIRST GAMES: THE DUCK GAME
The animals are looking for their hats and the players can help them out. In the cooperative game, players work together to match six hats before the star tiles are turned over. In the competitive game, players try to be the first to uncover and match three hats. Scheduled to ship in March 2023.
HAB 307051 \$34.99



RAINBOW CATERPILLAR
Players arrange cards into patterns to try and make their caterpillar look as colorful as a rainbow. The first player to finish is the winner. Scheduled to ship in March 2023.
HAB 306986 \$14.99

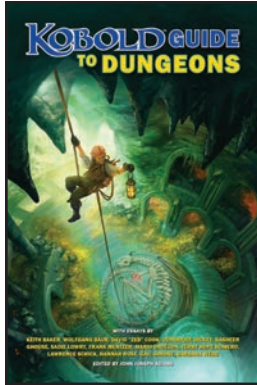


WIGGLE WAGGLE GEES
It's time for the geese to work out and the players are invited to join in. If the players can complete eight exercises before the lurking fox scares the geese, everyone wins in this cooperative movement game. Scheduled to ship in March 2023.
HAB 306979 \$14.99



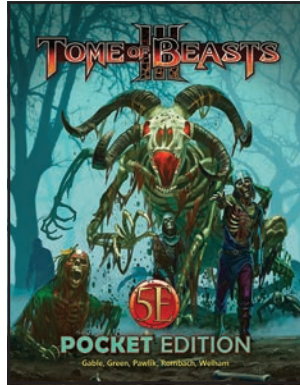
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KOBOLD PRESS



KOBOLD GUIDE TO DUNGEONS

You can't control what players are going to do. That's half the fun. But you can control where they do it. That's a whole other half! The *Kobold Guide to Dungeons* gives both new and experienced Game Masters over 100 pages of insight and ideas into making dungeons great. In-depth essays from industry luminaries teach you to think outside your own boxes, and into a larger realm of challenge, discovery, and good old monster bashing. Scheduled to ship in May 2023.
PZO KOB9498\$19.99



TOME OF BEASTS 3 (POCKET EDITION) (5E)

Over 400 new monsters in the bestselling *Tome of Beasts* series, richly illustrated and carefully playtested for maximum playability. Available now in a smaller paperback version in *Tome of Beasts 3 Pocket Edition*. Scheduled to ship in May 2023.
PZO KOB9504\$29.99

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: CYBERSTORM ACCESS BOOSTER DISPLAY (24)

Enter the Data Storm and take hold of extraordinary new monsters, Spells, and Traps in Cyberstorm Access, the next Yu-Gi-Oh! Trading Card Game core booster set, scheduled for Spring 2023! Cyberstorm Access has a huge haul of powerful new monsters for your Extra Deck, headlined by a brand-new Link-6 evolution of Firewall Dragon! This 3500 ATK behemoth rewards you for combining classic Cyberse Link Summoning tactics with Ritual, Fusion, Synchro, and Xyz Summoning tactics. Back it up with the newest "Code Talker" monster for a devastating one-two punch! Meanwhile, the journey of Visas Starfrost continues onwards to a strange new world! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86022\$107.76

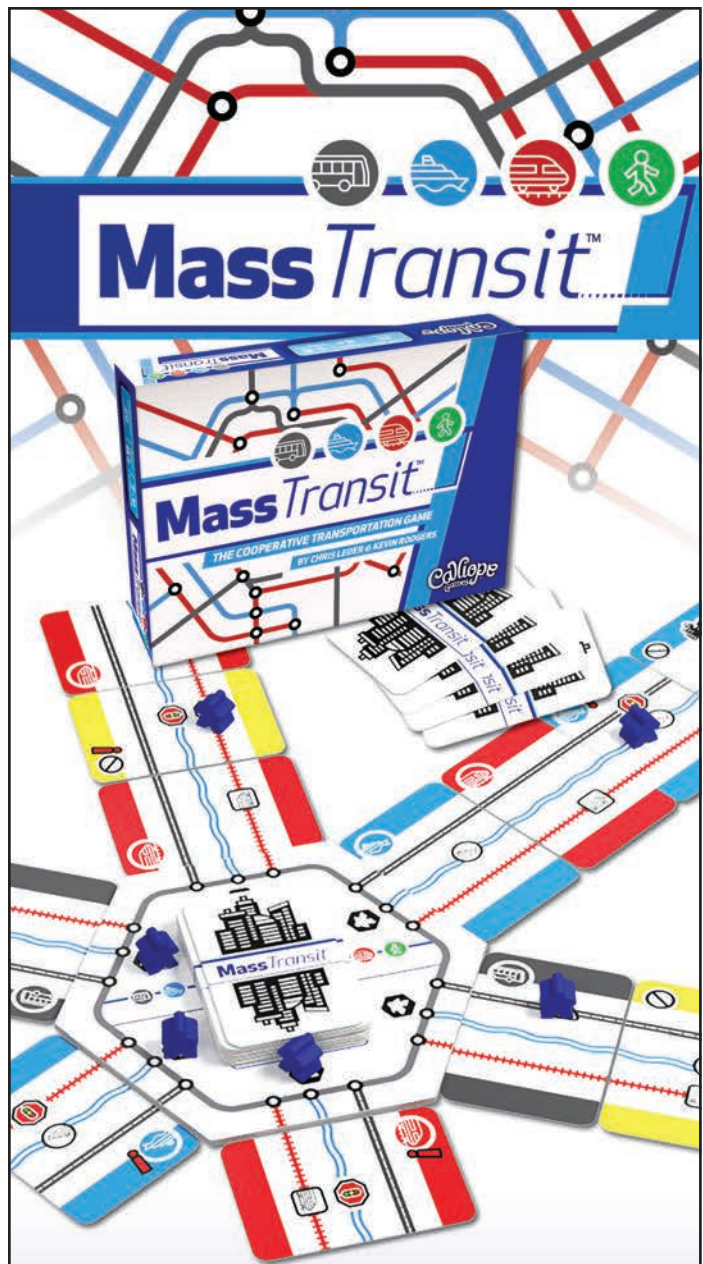
SPOTLIGHT ON

YU-GI-OH! TCG: INVASION OF CHAOS UNLIMITED BOOSTER DISPLAY (24)

(Unlimited Edition)
Invasion of Chaos

is one of the most iconic Yu-Gi-Oh! Trading Card Game booster sets of all time! For years, you could only get your hands on these coveted packs as part of the Legendary Collection, but now, just in time to celebrate the 25th anniversary of the card game, they're being made available as a standalone booster! Invasion of Chaos unleashed a variety of powerful cards that rewarded Duelists who packed their Decks with Light and Dark Attribute monsters. The legendary Black Luster Soldier - Envoy of the Beginning and Chaos Emperor Dragon - Envoy of the End dominated Duels and the Spell-retrieving Dark Magician of Chaos joined them thanks to the incredibly powerful Dimension Fusion Spell Card! This printing will feature both Secret Rares from the set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86061\$107.76



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Ages
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1-6
players

GAMES

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PATHFINDER



PATHFINDER AP: THEY WATCHED THE STARS

Continue the Gatewalkers Adventure Path in which paranormal investigators unravel a mystery that left them with lost memories and strange powers.

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PATHFINDER LOST OMENS: THE MWANGI EXPANSE SPECIAL EDITION

This guide offers you the ultimate resource to explore a realm of magic, monsters, and intrigue!

PZ09309-SE MSRP \$74.99



PATHFINDER TREASURE VAULT

This hardcover rulebook presents a catalog of new gear from nearly every category of equipment and magic item available in the Pathfinder RPG.

PZ02112 MSRP \$54.99

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SPOTLIGHT ON



YU-GI-OH! TCG: LEGEND OF BLUE-EYES WHITE DRAGON UNLIMITED BOOSTER DISPLAY (24)

(Unlimited Edition) Legend of Blue-Eyes White Dragon was the very first Yu-Gi-Oh! Trading Card Game booster set ever released! For years, you could only get your hands on these coveted packs as part of the *Legendary Collection*, but now, just in time to celebrate the 25th anniversary of the card game, they're being made available as standalone booster packs! Legend of Blue-Eyes White Dragon was notable not just for being the first booster set, but also for introducing famous cards like Exodia the Forbidden One, as well as incredible Spell Cards like Pot of Greed and Raigeki. This printing will feature both Secret Rares from the set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86053.....\$107.76

YU-GI-OH! TCG: LEGENDARY COLLECTION: 25TH ANNIVERSARY EDITION BOX DISPLAY (5)

Legendary Collection: 25th Anniversary Edition contains 6 Booster Packs (Unlimited Edition) and 6 Ultra Cards (Unlimited Edition), including special variant cards of some of the most famous monsters from the original anime series. In addition to the 6 Ultra Rare cards, which include the highly requested and sought-after original Egyptian God Card Promos, the 25th Anniversary Edition will include a bonus 7th card! Each Legendary Collection: 25th Anniversary Edition will include 1 random Quarter Century Rare version of 1 of the 6 special variant cards! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86109.....\$159.95

YU-GI-OH! TCG: METAL RAIDERS UNLIMITED BOOSTER DISPLAY (24)

(Unlimited Edition) Metal Raiders was the second Yu-Gi-Oh! Trading Card Game booster set ever released! For years, you could only get your hands on these coveted packs as part of the *Legendary Collection*, but now, just in time to celebrate the 25th anniversary of the card game, they're being made available as standalone booster packs! This set is famous for introducing many incredibly powerful Trap Cards, including Yugi's Mirror Force and the first wave of Counter Trap Cards: Horn of Heaven, Magic Jammer, Seven Tools of the Bandit, and, you can't forget Solemn Judgment! Of course, Metal Raiders didn't leave Duelists defenseless against these powerful cards - Heavy Storm also made its debut in this set! This printing will feature both Secret Rares from the set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86055.....\$107.76

YU-GI-OH! TCG: PHAROAH'S SERVANT UNLIMITED BOOSTER DISPLAY (24)

(Unlimited Edition) Pharaoh's Servant was the fourth Yu-Gi-Oh! Trading Card Game booster set ever released! For years, you could only get your hands on these coveted packs as part of the *Legendary Collection*, but now, just in time to celebrate the 25th anniversary of the card game, they're being made available as a standalone booster! Pharaoh's Servant was the debut for Pegasus' ultimate monster, Thousand-Eyes Restrict, and it also introduced era defining cards like Jinzo and Imperial Order to the game as well. Pharaoh's Servant made it easier than ever to revive your monsters with Premature Burial and Call of the Haunted or burn away your opponent's Life Points with Ceasefire. This printing will feature both Secret Rares from the set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86059.....\$107.76

YU-GI-OH! TCG: SPELL RULER UNLIMITED BOOSTER DISPLAY (24)

(Unlimited Edition) Spell Ruler was the third Yu-Gi-Oh! Trading Card Game booster set ever released! For years, you could only get your hands on these coveted packs as part of the *Legendary Collection*, but now, just in time to celebrate the 25th anniversary of the card game, they're being made available as a standalone booster! Spell Ruler was the first appearance of Ritual Spell Cards, Ritual Monsters, and Quick-Play Spell Cards like Mystical Space Typhoon. This was the first appearance of Pegasus' Toon World and Toon monsters from the first Yu-Gi-Oh! animated series, including the beloved Blue-Eyes Toon Dragon! Joining them were powerful Spell Cards like Delinquent Duo, Snatch Steal, and Painful Choice. This printing will feature both Secret Rares from the set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86057.....\$107.76

ARES EXPEDITION CRISIS



Ares Expedition: Crisis is a cooperative expansion where players work together to keep Mars inhabitable after a natural disaster.

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AND SAVE
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TRIBES OF THE WIND
 In a post-apocalyptic world, the tribes of the wind are going to rebuild the world on the polluted ruins from the past. Players will have to plant forests, build new villages and temples, and decontaminate surrounding areas. They will be able to play cards from their hand. But be careful! The effect or even the possibility of playing the card may vary depending on...the back of your surrounding opponents' cards. Players may also send their wind riders to explore the area, plant forests or build villages and temples using all the gathered resources. Along the game, you will manage to complete some objectives that will allow you to unlock your guide's special

abilities, and to improve your tribes' powers. When someone builds their 5th village, the game will be about to end. The player with the most points, depending on pollution, villages, temples, layout of their forests and other various objectives, will be the winner! Scheduled to ship in June 2023.
 HBG BDJTDVEN.....\$49.99

LEMERY GAMES

CHILI MAFIA

Chili Mafia is the first game in the Globetrotter Game Series. Inspired by our travels, each game in the series takes players to a different country. What we provide for your journey: a suitcase with all components (game box), a passport (rulebook) and a boarding pass (game summary). Collect the entire series and travel the world with us! Scheduled to ship in June 2023.



LEM CMBASEGAME.....\$30.00

LETIMAN GAMES



ADVENTURE TACTICS: ADVENTURES IN ALCHEMY
 Journey along a new path to the treacherous Tower of Greylock in the *Adventure Tactics: Adventures in Alchemy* expansion. Leading the way is the new hero, Laine the Alchemist. This expansion also introduces a brand new campaign that leads you through a new path to the gates of the Tower of Greylock. This campaign introduces an entirely new branching Act I as well as a Hard Mode version of Act II with all new potential endings! This campaign will see you through the first five levels of your heroic journey and, when completed, you can continue your adventure by diving directly into Act II of Domianne's Tower. With the addition of new enemies, new Elite Classes, a new type of Initiative, and non-player controlled Allies, your journey to the Tower will never be the same! This game requires *Adventure Tactics: Domianne's Tower* to play. You can incorporate all the content from Hero Pack 1 as well. Scheduled to ship in May 2023.
 LTM 031.....\$45.00

LOONEY LABS

AROUND THE WORLD FLUXX (DISPLAY 6)

It's a trip around the world in 100 cards! This travel-themed version of *Fluxx* includes 25 world famous landmarks and a variety of fun new Actions and New Rules. Featuring beautiful artwork from the same artist who illustrated *Across America Fluxx*, the two versions are designed to be combined for double the Bucket List fun!
 LOO 127.....\$20.00



NERDBURGER GAMES



CODE WARRIORS RPG

Code Warriors is a science-fiction tabletop roleplaying game where you portray programs living inside a computer world. The computer is crashing, perhaps for the last time. It's the apocalypse. Can you survive? Can you stop the destruction of your home. You'll play a program that had a specific role in the previous world but who now has to find their way when all the old structures are gone. The stories you tell will center on survival, teamwork, the unknown, power and control, and rebuilding a new world in the ashes of the old. Scheduled to ship in March 2023.
 NBG CW001.....\$39.99

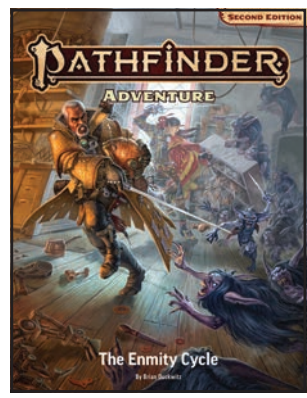
OSPREY GAMES

UNDAUNTED: BATTLE OF BRITAIN

Undaunted: Battle of Britain is a standalone game in the *Undaunted* series, adapting the core gameplay of the previous games to recreate the dynamic dogfighting of aerial combat. Maintain cohesion between your pilots, evade anti-aircraft artillery, and leverage talented aces to win the battle for the skies! Scheduled to ship in May 2023.
 OSP GAM051.....\$55.00



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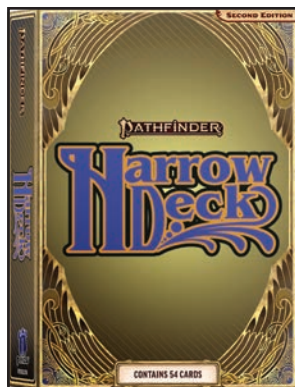
PATHFINDER RPG: ADVENTURE - THE ENMITY CYCLE (P2)

The Enmity Cycle is a deluxe Pathfinder adventure for 4th-level characters. On the cusp of completing a grand project that would wow audiences and build solidarity between the five squabbling cities of Thuvia, a trio of renowned artists suddenly go missing. Who could be behind such treachery—and why? Explore the Thuvian city of Lamasara as your characters investigate the disappearance and prevent a poisoned performance from shaking the desert nation. This adventure also includes a gazetteer of Thuvia and a selection of new magic and monsters. Scheduled to ship in May 2023.
 PZO 9563.....\$24.99



PATHFINDER RPG: ADVENTURE PATH - STOLEN FATE PART 2 - THE DESTINY WAR (P2)

The Destiny War is a Pathfinder adventure for four 14th-level characters. This adventure continues the *Stolen Fate Adventure Path*, a three-part monthly campaign in which a band of adventurers are thrust into the role of the defenders of destiny itself. This adventure also includes new magical items and treasures to be discovered, including another 18 powerful cards from the Deck of Destiny, and a mix of monsters to torment the player characters. Scheduled to ship in May 2023.
 PZO 90191.....\$26.99



PATHFINDER RPG: FLIP-MAT - THE ENMITY CYCLE (P2)

Bring your adventures in The Enmity Cycle to life on your tabletop with this double-sided full-color Flip-Mat featuring key encounter locations from the Pathfinder Second Edition adventure on either side! One side depicts a spacious desert home, while the other presents a riverside amphitheater ready for a performance! Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat: The Enmity Cycle, you'll be ready to take on the dangers of Thuvia in style! Scheduled to ship in May 2023.

PZO 30129\$16.99

PATHFINDER RPG: HARROW DECK (P2)

Divine your destiny with the *Pathfinder Harrow Deck*, the legendary fortune-telling cards of Pathfinder's Age of Lost Omens setting! With this 54-card, full-color set of fortune-telling cards, you'll learn how to include the harrow in any tabletop RPG game and enhance play with immersive fortune-telling methods and other insights. With vivid all-new art, exciting printing treatments, patterned backing, and a size common to many real-world tarot decks, the Harrow Deck straddles the line between game supplement and storytelling set piece. Scheduled to ship in May 2023.

PZO 2236\$39.99

SPOTLIGHT ON



PATHFINDER RPG: LOST OMENS - MONSTERS OF MYTH HARDCOVER (SPECIAL EDITION) (P2)

Release the beasts! Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. *Lost Omens Monsters of Myth* provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of some of Golarion's greatest monsters from the Sandpoint Devil to Fafnir, the Father of All Linnorms, and more. *Monsters of Myth* provides rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in May 2023.

PZO 9311-SE\$59.99

STARFINDER RPG: FLIP-MAT - ENORMOUS BATTLEFIELD

Get ready to throw down on the biggest battlefields we've ever published! This immense 30" by 46" double-sided map features a massive urban battleground on one side and the ruins of an icy trench battlefield on the other. *Starfinder Flip-Mats* present ready-to-use science-fantasy set pieces for the busy Game Master. If you need a bloody backdrop for the players to show their valor or a fitting ground for their mechs to shine, *Starfinder Flip-Mat: Enormous Battlefield* has you covered! Scheduled to ship in May 2023.

PZO 7337\$26.99



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**STARFINDER RPG:
PORTS OF CALL HARDCOVER**

In the wake of the upheaval to interstellar travel caused by the galaxy-wide Drift Crisis, countless new worlds await exploration by eager and opportunistic starfarers. Ports of Call, the latest hardcover resource for the *Starfinder Roleplaying Game*, presents 10 highly detailed spaceports and settlements across all of space, from Drifter's End on Absalom Station to the rebuilt megacity of Izadamar in the Scoured Stars to the to the wonders of the theme-park planet of Golarion World! Scheduled to ship in May 2023.

PZO 7121\$46.95

PINEBOX ENTERTAINMENT**DOOMTOWN:
WEIRD WEST EDITION**

The new *Doomtown: Weird West Edition Base Set* for *Doomtown* is the entry level for players and includes 2x of each card, enough to build at least 3 playable decks. One Base Set is all you need to have fun! We recommend purchasing 2 Base Sets to simultaneously build at least one deck from all six factions and accommodate up to 6 players. This product is a new base game compatible with all previous expansions and releases for *Doomtown* and *Doomtown: Reloaded*. Scheduled to ship in March 2023.

PIN 01001\$69.99

**PLAID HAT GAMES****ASHES: REBORN - RED RAINS**

Ashes Reborn: Red Rains offers players both new and old an exciting new format in which to wield their favorite Ashes cards! The Red Rains have returned and with them the Chimera - towering monstrosities that threaten to wipe humanity from the face of the planet! Only the Phoenixborn, those superhuman wizard-warriors of Argia, stand between humanity and extinction. The Red Rains turns *Ashes Reborn* into a solitaire or cooperative experience, with players banding together to fend off and slay one of the fiendish Chimera. Choose your Phoenixborn and build your deck, then face this foe alone or with a friend you can trust. Wield cards already in your collection, or add in the new spells and allies included here! Scheduled to ship in May 2022

PHG 1225-5\$39.95

**SUMMONER WARS: HIGH ELVES**

Valeria the Just and her High Elves tirelessly persecute the unrepentant who wield Itharia's magic for their own corrupt purposes. Behold as Valeria calls upon holy laws that alter the rules of engagement! Both sides must obey those laws, yet only the High Elves seem to find them a blessing... Scheduled to ship in May 2022

PHG 3611\$14.95

**SUMMONER WARS: SWAMP ORCS**

Embrace Nature's brutality with the Swamp Orcs! The lowly followers of Mugglug will not hesitate to sacrifice everything to boost the strength and staying power of their betters! Feed your vitality to Mugglug, and bear witness as she becomes an unstoppable juggernaut in battle! Scheduled to ship in May 2022

PHG 3610\$14.95

POKÉMON USA**SPOTLIGHT ON****POKÉMON TCG:
MIMIKYU EX BOX**

Mysterious powers and supernatural strategies swirl as the adorably spooky Mimikyu makes its debut as a Pokémon ex! Use Energy Burst to hit for huge damage, and then join the Ghost Dog Pokémon Greavard on an Underworld Stroll to mess with your opponent's hand. You'll find Mimikyu ex as a foil promo card in playable and oversize versions, along with a foil Greavard to add to your deck!

PUI 29085218PI

SPOTLIGHT ON**POKÉMON TCG:
WORLD CHAMPIONSHIPS
DECK DISPLAY (8)**

Grab a *World Championships Deck* and play like a champion! Choose one of four powerful decks, each a card-for-card replica of an actual title-contender's deck from the 2022 *Pokémon Trading Card Game World Championships*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 29086220PI

**RANDOM HOUSE****SPOTLIGHT ON****MARVEL MULTIVERSE RPG:
CORE RULEBOOK**

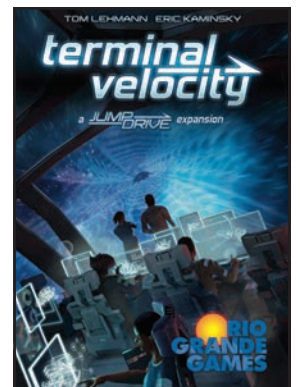
Take on the roles of Marvel's most famous Super Heroes - or create entirely new ones - and put an end to the sinister plots of the most menacing Super Villains in the Marvel Multiverse! Written by d616 System co-creator and New York Times bestseller Matt Forbeck (*The Marvel Encyclopedia*, *Dungeons & Dragons: Dungeonology*) and includes all new chapter-opening splash pages by Mike Bowden along with illustrations from Marvel's incredible army of artists. The *Core Rulebook* features all the rules you need to play - including quick character creation, bombastic combat and scores of amazing powers - plus full profiles of dozens of Marvel's greatest heroes and villains. All you need is this book, three standard dice and some friends.

RHP 837\$59.99

RIO GRANDE GAMES**JUMP DRIVE: TERMINAL
VELOCITY EXPANSION**

As empires rapidly expand, the race for the galaxy continues! *Jump Drive: Terminal Velocity* is an expansion to *Jump Drive*. It adds new game cards, optional start worlds and goals, material for a fifth player, and a series of five challenges for solo play.

RGG 592\$24.95



SPACESHIP UNITY



"Join the Interplanetary Alliance," they said. "Support the IPA in keeping the galactic peace and have grand adventures," they said. What could possibly go wrong?

The edges of the galaxy await in Spaceship Unity, a new sci-fi narrative action game that won't have you just sitting at a table. Grab your crew and turn your whole home into your spaceship as you work together to complete missions and keep the galactic peace. Use your blinds as protective shields, your phone as the ship's communications, a vacuum as the jump drive, and more. Explore 5 episodes with 300 story cards in this epic adventure!



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Craft Dazzling Plumes to Win!

Play feathers into plumes in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+

2-6
players

ROLE 4 INITIATIVE



CASTLE KEEP DICE TOWER

This product starts out as a fun corrugated fiberboard assembly project and finishes as a Medieval Castle Keep Dice Tower over 12" tall. Includes 4 ramps to ensure proper dice randomization and a collection tray that holds over 20. Scheduled to ship in March 2023.

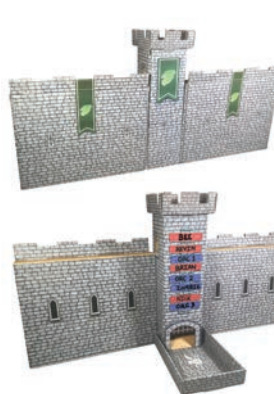
R41 44011\$14.99



DARK CASTLE KEEP DICE TOWER

This product starts out as a fun corrugated fiberboard assembly project and finishes as a Gothic Dark Castle Dice Tower over 12" tall. Includes 4 ramps to ensure proper dice randomization and a collection tray that holds over 20. Scheduled to ship in March 2023.

R41 44021\$14.99



CASTLE KEEP DICE TOWER WITH DM SCREEN WALLS

This product starts out as a fun corrugated fiberboard assembly project and finishes as a Medieval Castle Keep Dice Tower over 12" tall. Includes two castle wall game master screens, a magnetic turn tracker with 10 dry-erase nameplates, 4 ramps to ensure proper dice randomization and a collection tray that holds over 20. Scheduled to ship in March 2023.

R41 44013\$34.99



DARK CASTLE KEEP DICE TOWER WITH DM SCREEN WALLS

This product starts out as a fun corrugated fiberboard assembly project and finishes as a Gothic Dark Castle Dice Tower over 12" tall. Includes two castle wall game master screens, a magnetic turn tracker with 10 dry-erase nameplates, 4 ramps to ensure proper dice randomization and a collection tray that holds over 20. Scheduled to ship in March 2023.

R41 44023\$34.99



CASTLE KEEP DICE TOWER WITH MAGNETIC DRY-ERASE TURN TRACKER

This product starts out as a fun corrugated fiberboard assembly project and finishes as a Medieval Castle Keep Dice Tower over 12" tall. Includes magnetic turn tracker with 10 dry-erase nameplates, 4 ramps to ensure proper dice randomization and a collection tray that holds over 20. Scheduled to ship in March 2023.

R41 44012\$19.99



DARK CASTLE KEEP DICE TOWER WITH MAGNETIC DRY-ERASE TURN TRACKER

This product starts out as a fun corrugated fiberboard assembly project and finishes as a Gothic Dark Castle Dice Tower over 12" tall. Includes magnetic turn tracker with 10 dry-erase nameplates, 4 ramps to ensure proper dice randomization and a collection tray that holds over 20. Scheduled to ship in March 2023.

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- Introduces Stackable Cards!

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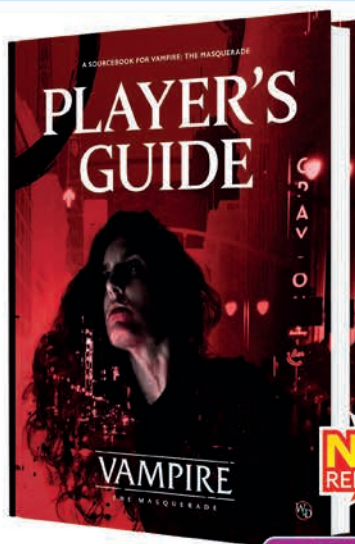
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SDZ 0012-10 \$30.00

SMIRK AND DAGGER

SPOTLIGHT ON

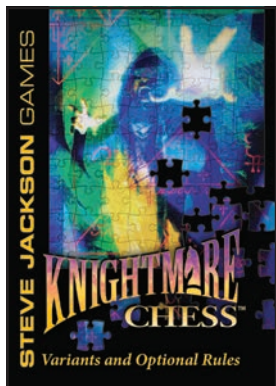


TESSERACT

Tesseract is a compelling, co-operative dice-manipulation game for 1 to 4 players. The focal point of the game is a block of 64 dice, the Tesseract, which sits at the center of the board on a raised platform. Players will remove cubes to place in their individual labs, transfer them as needed to others, adjust the cube's values and, importantly, isolate the cubes into the containment matrix, neutralizing them. To contain a cube a player must have in their lab 3 or more cubes all of one value (a Set) in sequence (a Run), either all of one color or having none of the same colors. By filling the containment matrix completely (24 total unique dice) they will stop the reaction and win the game. But if the Tesseract has its last cube removed beforehand - or if 7 breaches occur, the game is lost and our world ceases to exist. Scheduled to ship in June 2023.

SND 1010 \$54.99

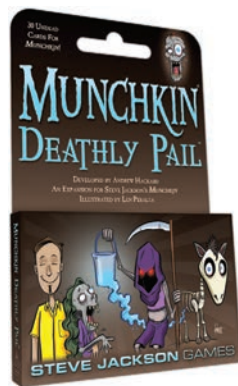
STEVE JACKSON GAMES



KNIGHTMARE CHESS: VARIANTS AND OPTIONAL RULES EXPANSION

Add even more warped twists to your chess game with this 32-page color booklet! (You'll need *Knightmare Chess* and a chess set to use these new rules.) Scheduled to ship in May 2023.

SJG 1328 \$9.95



MUNCHKIN: DEATHLY PAIL MINI-EXPANSION

A 30-card mini-expansion for *Munchkin* full of Undead jokes. Of course. (Previously published as part of *Munchkin Unicorns and Friends*.) Scheduled to ship in May 2023.

SJG 1550 \$10.95



MUNCHKIN: WITCHES MINI-EXPANSION

A new 30-card mini-expansion for *Munchkin* with witchy cards and jokes. Scheduled to ship in May 2023.

SJG 4278 \$10.95

STUDIO H



OLTREE: UNDEAD AND ALIVE EXPANSION

Oltree is a cooperative and narrative game where each scenario, called Chronicle, offers a rich and unique setting, with its atmosphere, unique plot, challenges, friends and foes! Each turn will confront you with hard choices, forcing you to manage your actions carefully to fulfill your quest! In the satrapy, death has never been as final as one would like... Walking corpses, ravenous scavengers, minions of small dark gods, get ready for chilling encounters! Scheduled to ship in May 2023.

HBG STOLT2EN \$19.99



VIVARIUM

1898, Siberia, the seismologist Edgar Vuntaf discovers a continent free of any human presence, sheltering a teeming life, in forms never encountered before! Unknown plants, colossal creatures... Faced with this shocking discovery, the world's scientific elite, gathered in Paris for the Universal exposition, create the Vivarium Syndicate, and decide to send explorers into this new continent. An efficient and tense card collection game, with a great artistic direction! Each turn players use dominoes to create coordinates that allow them to build their card collection. Scheduled to ship in May 2023.

HBG STVIVEN \$24.99

ULTRA PRO INTERNATIONAL

DUNGEONS & DRAGONS: COVER SERIES - TYRANNY OF DRAGONS

Scheduled to ship in February 2023.



CHARACTER FOLIO WITH STICKERS

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WALL SCROLL

UPI 19414 PI

PLAYMAT

UPI 19413 PI



MARCH OF THE MACHINE

MAGIC THE GATHERING CCG: MARCH OF THE MACHINE: THE AFTERMATH

Scheduled to ship in May 2023.

HOLOFOIL PLAYMAT UPI 38005	PI
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WHITE STITCHED PLAYMAT V3 UPI 38008	PI
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POKÉMON TCG: GALLERY SERIES: SCORCHING SUMMIT

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CLUE: NARUTO SHIPPUDEN

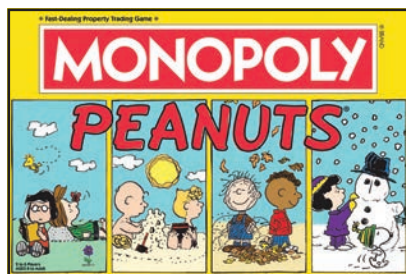
Use critical deduction skills to defend your fellow ninjas in this animated take on the classic mystery game! In *CLUE: Naruto*, a Jonin from a neighboring village has been slain by a mysterious villain, framing the resident ninjas of Hidden Leaf Village. Take on the roles of Naruto and his closest friends to determine WHO from the Akatsuki is the murderer, WHAT weapon was used, and WHERE they are hiding to prevent a Shinobi war! Scheduled to ship in February 2023.

USO CL086-711PI

MONOPOLY: PEANUTS

Join Charlie Brown and the gang from America's most popular comic strip as you buy, sell, and trade cherished seasonal moments, and deal with Good Grief! and AUGH! experiences with grace... just Be the Last Player with Money, Charlie Brown! Scheduled to ship in February 2023.

USO MN012-101PI



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FINAL GIRL: SERIES 2 - BOX OF PROPS

More ways to fight the killer and more ways to die! Includes: Horror Track Miniature, Deluxe Final Health Tokens, Deluxe Bloodlust token, The Desperation Die, Signature Action Cards, Promo Final Girls, Booklet of Desperate Deaths, Deluxe Time Marker, Ultimate Dice. Scheduled to ship in April 2023.

VRG FGBOPS2\$29.99

FINAL GIRL: SERIES 2 - LORE BOOK

Lore and Scenarios for Series 2 of *Final Girl*. Scheduled to ship in April 2023.

VRG FGLBS2\$7.99



MOMENTS: A KEEPERS GAME (STAND ALONE OR EXPANSION)

Moments: A stand alone cooperative expansion for *Keepers*. Also all cards from one game can be added to the other for even more variety. Scheduled to ship in April 2023.

VRG 111\$24.99



GOURMET POPCORN DICE

Popcorn Dice that adds colored (gourmet dice) to the mix. Scheduled to ship in April 2023.

VRG 110\$14.99

WEHRLEGIG GAMES

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JOHN COMPANY: SECOND EDITION

John Company is an interactive historical game about the rise and fall of the British East India Company from the designer of *Root*, *Pax Pamir*, and *Oath*. *John Company* is a business game with an important twist: players must collectively steer the fate of a single, sprawling organization. They must navigate its vast bureaucracy while reckoning with the consequences of their actions on the Indian subcontinent. *John Company* is the culmination of over a decade of research into the operation of the East India Company and offers an uncompromising portrait of the people who laid the foundations of the British Empire. Scheduled to ship in March 2023.

WGG 102\$120.00



SPOTLIGHT ON

PAX PAMIR: SECOND EDITION

In *Pax Pamir*, players assume the role of nineteenth century Afghan leaders attempting to forge a new state after the collapse of the Durrani Empire. Now, their authority has collapsed. Rivals both old and new have emerged from the shadows. It's up to the players to see if a fledgling Afghan state might come into being. Players spend most of their turns purchasing cards from a central market, then playing those cards in front of them in a single row called a court. Playing cards adds units to

the game's map and grants access to additional actions that can be taken to disrupt other players and influence the course of the game. Scheduled to ship in March 2023.

WGG 101\$85.00

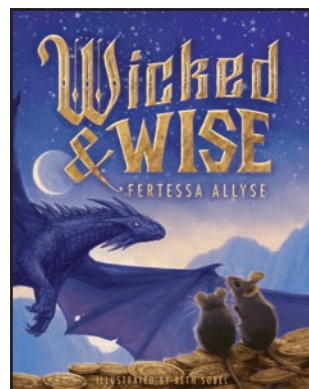


WEIRD GIRAFFE GAMES

WICKED & WISE

Dragons compete in a variety of ways, but one of their favorite ways to compete is by playing trick-taking games. In *Wicked & Wise*, players are either the dragons who are playing a trick-taking game OR they're a mouse allied with a particular dragon to help manipulate the trick-taking game. Over the course of three rounds, each team of mouse and dragon fight over tricks, treasures, and coins to see which team ends up on top! The game isn't all about winning tricks; it's about setting goals and utilizing magical treasures. If you can make enough of your goals or sabotage enough of the other team's goals, you'll have the most coins at the end of the game and be crowned king of the caves! Scheduled to ship in February 2023.

GIR 10000\$29.99



DUNGEONS & DRAGONS

FRAMEWORKS: W02A

Scheduled to ship in June 2023.

SPOTLIGHT ON



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FABRICATIONS W01

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Hive Mind

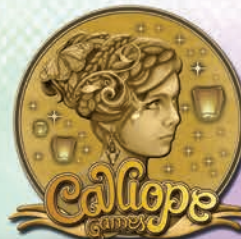
designed by
RICHARD GARFIELD

THE GAME
OF THINKING
ALIKE!



A party game with no wrong answer!

Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!



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Game play
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minutes

Ages
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3-12
players

GILMORE'S FANTASTIC FABRICATIONS: W02A

Scheduled to ship in June 2023.



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GILMORE'S FANTASTIC FABRICATIONS: W02

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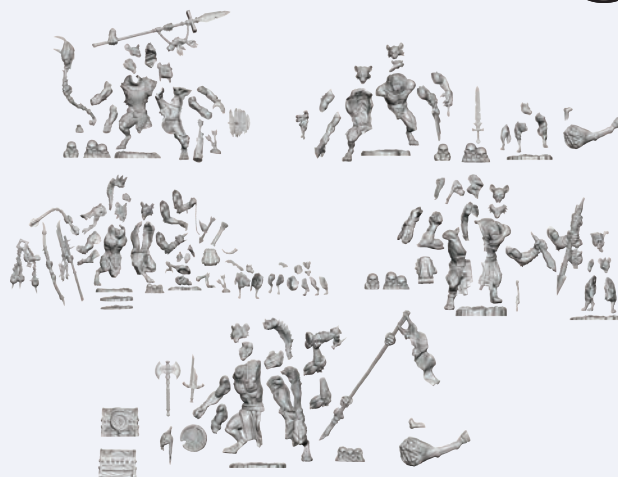


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WZK 75085 \$39.99



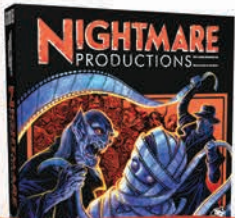
TIEFLING WARLOCK FEMALE
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PATHFINDER BATTLES: FISTS OF THE RUBY PHOENIX - BOXED SET

Scheduled to ship in July 2023.



CONTENDERS AND CHAMPIONS

Pathfinder Battles: Fists of the Ruby Phoenix - Contenders and Champions Boxed Set includes 6 all-new miniatures representing an exciting array of creatures from Pathfinder's Fists of the Ruby Phoenix Adventure Path! Creatures featured in this set include: Halspin the Stung, Catfolk Beast-Singer, Huldrin Skolsdottir, Ulfen Shieldmaiden, Ghost Eater Monk, Syndara the Sculptor, Hao-Jin Ruby Phoenix Sorcerer, Irori God of Perfection. WZK 97548\$59.99



DANGER ISLAND DENIZENS

Pathfinder Battles: Fists of the Ruby Phoenix - Danger Island Denizens Boxed Set includes 6 all-new miniatures representing an exciting array of creatures from Pathfinder's Fists of the Ruby Phoenix Adventure Path! Creatures featured in this set include: Rant, Frost Goblin Wrestler, Manananggal, Brartork Golarion's Finest, Enforcer Warrior, Blue Viper (Lighthouse Form), Mud Wretch. Scheduled to ship in July 2023. WZK 97545\$49.99



MARTIAL ARTS MASTERS

Pathfinder Battles: Fists of the Ruby Phoenix - Martial Arts Masters Boxed Set includes 7 all-new miniatures representing an exciting array of creatures from Pathfinder's Fists of the Ruby Phoenix Adventure Path! Creatures featured in this set include: Tamikan, Kongamoto Predator, Koto Zekora, Onidashi Sorcerer, Jin-Hae, Syu Tak-Nwa White Haired Witch, Takatora (Daitengu Form), Rai Sho Postulant Yeti Monk, Yarikka, Biting Rose. Scheduled to ship in July 2023. WZK 97550\$79.99



SYNDARA THE SCULPTOR, FINAL FORM

Pathfinder Battles: Fists of the Ruby Phoenix - Syndara the Sculptor, Final Form Boxed Figure includes an all-new miniature representing the fearsome creature Syndara the Sculptor from Pathfinder's Fists of the Ruby Phoenix Adventure Path! Creatures featured in this set include: Syndara the Sculptor. Scheduled to ship in July 2023. WZK 97549\$44.99



TOURNAMENT OF TRIALS

Pathfinder Battles: Fists of the Ruby Phoenix - Tournament of Trials Boxed Set includes 7 all-new miniatures representing an exciting array of creatures from Pathfinder's Fists of the Ruby Phoenix Adventure Path! Creatures featured in this set include: Golden League Xun, Provincial Jiang-Shi Vampire, Razu tengu master bard, Rivka, Yabin the Just, Taiga Yai, Shadow Yai. Scheduled to ship in July 2023. WZK 97546\$79.99

PATHFINDER LEGENDARY CUTS: W01

Scheduled to ship in July 2023.



HELLKNIGHT

WZK 77002\$14.99



SEELAH, FEMALE HUMAN CHAMPION

WZK 77004\$14.99

PATHFINDER LEGENDARY CUTS: W02A

Scheduled to ship in June 2023.



FEMALE ELF ROGUE

WZK 77003\$14.99



MALE HUMAN WIZARD

WZK 77000\$14.99



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WZK 77001\$49.99



YOUR BEST LIFE

Your Best Life is a flip & write life story game. Playing as couples and/or singles, players will manage their Happiness and Joy as they experience various choices in their lives. Players can choose to invest across a myriad of self-improvements relating to Education, Creativity, Business, Friendship, Nutrition, and even Romance! Take vacations with family, friends, or on your own! Experience both the stress and joy children can bring, and even spend time with their pets! Invite players to your important life events with customizable Invitation Cards! Balance Health, Knowledge, Social Skills, Finances, Time and even a little bit of luck to come out on top. There is also a solo or co-op mode that can be enjoyed by a single player or couple! Live your best life! Scheduled to ship in March 2023. WZK 87573\$29.99

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TESSERACT

A NEW DIMENSION IN COOPERATIVE GAMES

TESSERACT

SND 1010..... \$54.99 | Available June 2023!

Stunning. Intriguing. Irresistible. *TESSERACT* is an exciting new dice-manipulation game which sets a new bar for collaborative game play. But before we get there, I just want you to look at it on the table. The game's centerpiece is an impressive cube of 64 colorful custom dice, emblazoned with alien iconography that give it a mysterious other-worldly feel. (But count the pips. Cleverly, they are still just numerals 1 through 6.) The cube sits above the table on a dimensional laboratory stand — which can be rotated 360° on a *turntable* so that players can view all sides! It begs to be interacted with. Yet, the turntable is not simply a gimmick. It is a smart enhancement to game play, as a clear and complete view of the dice remaining on the Tesseract is critical throughout the game. But oh man — *TESSERACT* showcases the raw power that table presence can have, in its ability to stop traffic and engage an audience... and few do it as well as Smirk & Dagger.

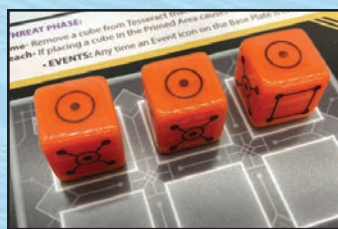
Thematically, the Tesseract arrives as a fourth dimensional avatar of an extra-dimensional race — and it is priming itself to rip a hole in space/time, destroying our world with it. Unless, of course, a team of 1 to 4 scientists can manipulate the cubes and isolate them into a containment matrix before it completes its seventh breach. Researchers accomplish this by spending 3 Actions per turn to remove cubes from the Tesseract (to place into their own labs), by adjusting the value of a given cube up or down one, transferring them between players and, ultimately, by containing them into the matrix. Containment requires a researcher to have 3 or more cubes in their lab, of all one value (2, 2, 2) or a run of cubes (2, 3, 4). That set or run must be of all one color, or none of the same colors, with four colors available. This accomplished, a researcher can contain ONE of the cubes into an empty spot in the matrix. Only one cube of each color and value can be contained, so as it fills up, it becomes a bit harder to arrange.



At the end of each player's turn, the Tesseract primes itself and puts our world in peril. By slowly rotating the turntable of dice, players identify the cube that is lowest in height on the Tesseract, and if there is more than one, the lowest value cube at that height — and primes it. To prime, the cube is removed from the Tesseract, rolled and placed into the Primed area. If this adds a third cube (or more) of that value to



the Primed area, it causes a dangerous breach, advancing the breach token one space closer to disaster. In addition, every time a column of cubes are removed from the Tesseract, it reveals a Threat icon on the base plate. All of the resulting effects are terrible, from simply destroying a cube to priming additional cubes immediately. Things can spin quickly out of control — and with 8 different base plates to add levels of difficulty and variability, there is a lot to constantly challenge players.



One of the more interesting aspects of the game is the ability to spend actions to manipulate dice in the Primed area, mitigating the risk — while not necessarily advancing you towards a win. Do you spend your precious actions to prepare and contain cubes or prevent a possible breach? (Spoiler: It's both!)

The game includes 11 asymmetric Researchers, with both a passive "always on" ability and one unique Action only they can take. Each feels wildly overpowered, giving a sense of true agency in the game (and leaving you to wonder how winning would even be possible without you). Importantly, many of the abilities rely on other players to help you optimize your turn. Will you sacrifice an Action to help another player get more out of their turn? This quandry highlights what truly sets this game apart.

TESSERACT is one of the most collaborative cooperative games on the market. Yes, all co-ops encourage teamwork, but *TESSERACT* pushes this aspect farther. To win, you need to discuss each player's



turn as a group to find the synergies and the opportunities to gain an edge. So there is literally no downtime. You are actively engaged at all times. You are asking for and offering help on other player's turns. And there is so much information, between character abilities, earned Research cards, the Primed area — even the different perspectives viewing the Tesseract, that no single player can hold all the information at once. This sets up the key difference between the 4-player game and the equally exciting and challenging solo play. In solo, you will simply miss opportunities you didn't see (but someone else might have helped with) as you try to solve the puzzle yourself. But in multiplayer, the challenge is communication and coordination of your activities. Four players who only think about their own individual turns will lose — badly. The game



QUANTUM MECHANIC

Ingenuity

If you take 3 different actions on your turn, you may take a 4th different action.

ACTION: Retool

Swap a cube in your lab with a Primed cube.

is truly collaborative and, all its amazing table presence aside, that is what will draw players back to play again and again.

TESSERACT delivers a unique, puzzle-driven challenge that can only be won with careful planning, a little luck, and a lot of collaboration. Be sure to order your copy today at your FLGS!

...

Curt Covert is the owner of Smirk & Dagger Games and the designer of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. For the past 20 years, he has been shaking up game tables with unique game experiences, eye-grabbing table presence and a desire sweep you up in the world of the game.



CHOOSE YOUR FACTION!

(PART ONE)



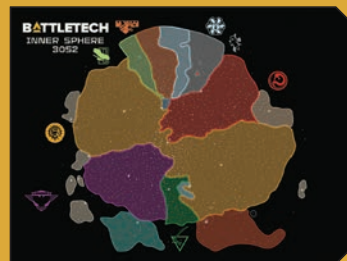
Obviously, *BattleTech* is all about the combat-forged avatars of war storming alien worlds as miniatures move and dice tumble on game tables. Yet the conquests don't happen in a vacuum. Instead, your elite MechWarriors hold the banner of their star empire high as they lay claim to greater worlds and glory.

A huge aspect of *BattleTech*'s perennial draw is the factional nature of the dynamic setting. There are myriad Great Houses, Periphery realms, bandit kingdoms, mercenary outfits, and of course, the warrior-bred Clans. Finding a faction (or factions) you like can be a great way to immediately sink your teeth into the action.

In this series of articles, we'll provide an in-universe understanding of what it means to bear your faction's flag, starting with the Great Houses.

Inner Sphere: General term used to describe a region of space roughly one thousand light-years across, composed of more than two thousand populated planets, with Terra (Earth) at the center. This area is further divided into geopolitical regions where one power or another holds sway. For most of the centuries since humankind took to the stars, the vast majority of these worlds have belonged to one of the five Great Houses. Smaller powers have risen and fallen over the same time period. Any world or geopolitical power outside the Inner sphere is said to lie in the Periphery, considered the frontier of the known universe.

—Encyclopedia Galactica



HOUSE KURITA (DRACONIS COMBINE)

Honor and duty are the touchstones of life for a House Kurita MechWarrior: the honor of the House he serves and his duty to serve it well. In discharging that duty, he finds his personal honor inextricably linked with the Kurita dynasty that has ruled the mighty Draconis Combine ever since that realm's inception. Steeped in the culture of medieval Japan, trained in the ancient samurai code of bushido, the Kurita MechWarrior knows their deepest value lies in their dedication to the Kurita dynasty. They will risk whatever its scions may require of them, including their life, without question or fear. Such devotion helped the Combine's founder, Shiro Kurita, build his realm from a single desert planet into a galaxy-spanning military empire. That same loyalty, carefully nurtured throughout Combine society and concentrated in its military, will preserve it for generations to come.

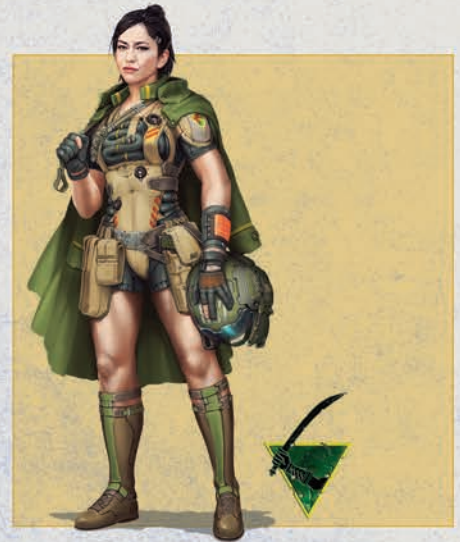


HOUSE DAVION (FEDERATED SUNS)

House Davion reigns over the Federated Suns, and has long been considered the military powerhouse of the Inner Sphere. To the soldiers who fight for it, the Federated Suns and its noble ruling House are the banner-bearers of liberty in an otherwise benighted universe. The Draconis Combine and the Capellan Confederation exist merely to glorify their leaders, while the Lyran Alliance and the Free Worlds League concern themselves with money-grubbing at the expense of higher ideals. Only House Davion understands that true prosperity depends on freedom — and the willingness to fight the enemies of liberty, wherever they may be. Proud, ambitious, brimming with energy and eager to spread the blessings of freedom throughout the Inner Sphere, House Davion's fighting men and women are among the most talented and innovative soldiers of any Successor State military. A House Davion MechWarrior embodies the truest spirit of Davion ideals. They keep the nation strong, defending it from attack and expanding its borders at the direction of their liege lords. Without their fighting skill and tactical expertise, the Davion way of life might vanish under assault by its many enemies.

HOUSE LIAO (CAPELLAN CONFEDERATION)

The single element that most shapes a warrior of House Liao is pride—not the overweening personal ego of the secretly insecure, but a deep and unshakable national pride in the Great House and the nation he serves. To be Capellan is to be among the most tenacious peoples in the Inner Sphere, member of a nation and vassal of a dynasty that have met setback after setback with determination and grit. No matter what the universe throws at them, House Liao and its subjects survive. And sooner or later, they find a way to prosper at their enemies' expense. As the defender of House Liao and the Capellan nation, the Capellan soldier—especially the MechWarrior—enjoys respect from his fellow citizens that borders on reverence. In return for this near-sacred regard, the warrior owes unstinting loyalty to the civilians he protects, the state that employs him and the ruler of that state as his commander-in-chief.



HOUSE MARIK (FREE WORLDS LEAGUE)

Presiding over a hodgepodge of mini-states, each with their own political and cultural bent, House Marik earned and kept its position as ruler of the Free Worlds League by possessing a badly needed talent: the knack for bringing order out of chaos. Like the House they serve, Marik MechWarriors also have a talent for coping with upheaval and coming out on top. Though the heat of battle may turn any plan awry, the supremely adaptable Marik soldier has justified confidence in their and their commanders' ability to pull off a victory, even when it looks impossible. Marik adaptability has its roots in a long history of political infighting that left deep marks on the Free Worlds League military. Throughout the realm's existence, the warriors of House Marik have had to balance conflicting loyalties between their home provinces and the larger nation, and often found it difficult to serve the interests of both.

HOUSE STEINER (LYRAN COMMONWEALTH)

Like House Davion, whom it was briefly allied with after the Fourth Succession War, the wealthy mercantile empire of House Steiner and its military see themselves primarily as guardians of their people's prosperity. A soldier of House Steiner knows the peace of their realm and the material welfare of his fellow citizens rests as much on his ability to defeat enemies as on the typical Lyran merchant's skill for striking deals. Unlike the Davions, however, the warriors of House Steiner harbor no delusions of being bearers of righteousness throughout the Inner Sphere. The typical Steiner soldier will defend their people and their way of life to the death if necessary, but won't go out of his way to export it beyond Lyran borders. Offensive military action, in House Steiner's terms, must offer a chance to enrich the realm before it can truly be said to serve Lyran interests. Whatever keeps House Steiner and the Lyran nation prosperous is a cause for which a Steiner warrior will gladly fight.



...

PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #55: RATTLECAN SNOW

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.

GETTING A NICE CONSISTENT LOOK FOR YOUR WINTER TERRAIN

Painting terrain for tabletop gaming (be it roleplaying or wargaming) can sometimes feel like a bit of a chore. We've spent all that time painting our minis and we just want to get them on the table. However, as I've covered in this column a few times before, painting your terrain effectively can typically be done in a few short steps.

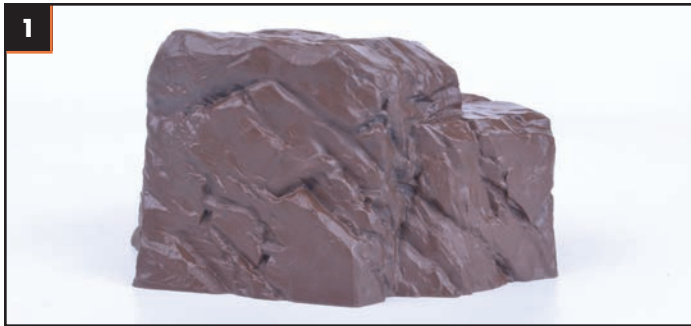
Recently I had the opportunity to paint up a few dozen sets of Monster Fight Club's Unpainted Hills set from their Monster Scenery range. This was for an epic Icewilder build, so they all needed to look snow-covered and chilly.

To achieve this quickly I grabbed a few cans of colored primers from The Army Painter range and set to work. While some might think that it would be a simple matter of spraying the grey plastic hills with white, we can add so much more depth and realism with a couple of additional steps. Using a brown spray, followed by a turquoise, I was able to create a great underlayer that peeked out from beneath the dusting of white primer.

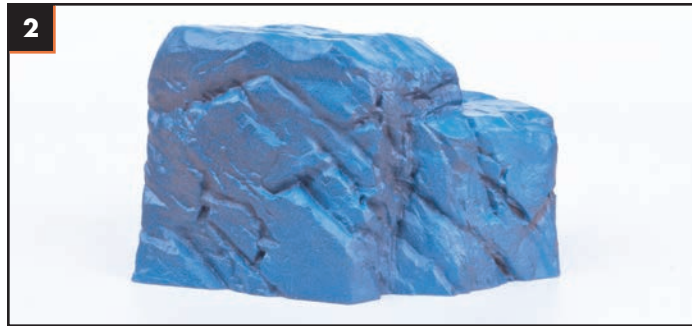
To catch all the wonderful texture, I used a wide brush and some white acrylic paint (left). You could always use The Army Painter Matt White Warpaint, but if you are doing a lot of terrain pieces, I'd recommend using some artists' acrylic paint from a hobby store (I used a Liquitex Basic Acrylic) to help your dollar go further.



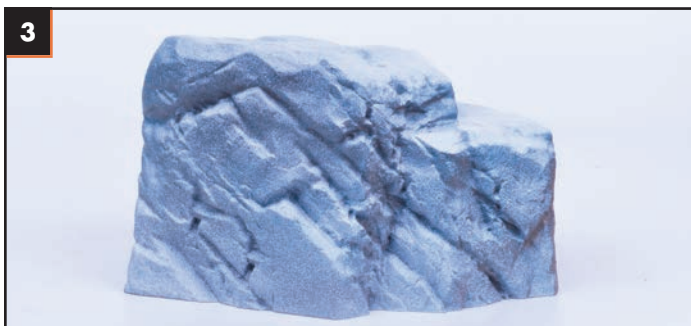
The terrain used as examples on these pages are Unpainted Hills from Monster Fight Club's Monster Scenery range. The miniature is from the A Song of Ice and Fire range from CMON.



Spray your rocks with The Army Painter Oak Brown spray primer.



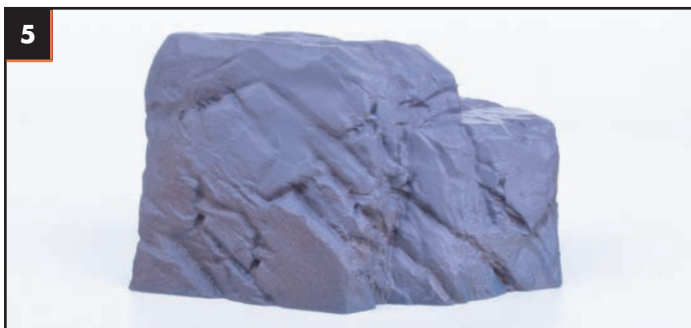
Spray the rock from a 45° overhead angle with The Army Painter Hydra Turquoise spray primer.



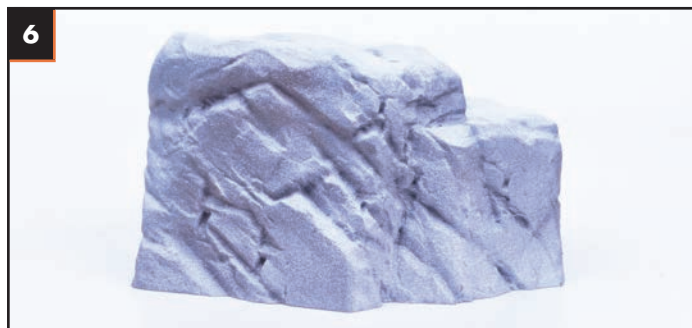
Spray from directly overhead with The Army Painter Matt White spray primer.



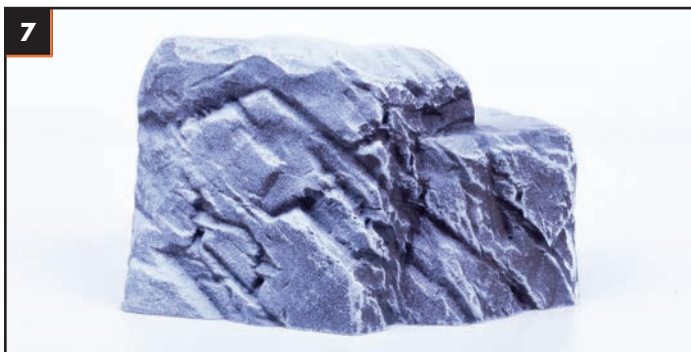
Drybrush the rock with a white paint and large brush.



Alternate Scheme: Spray the rock from a 45° overhead angle with The Army Painter Uniform Grey spray primer.



Alternate Scheme: Spray from directly overhead with The Army Painter Matt White spray primer.



Alternate Scheme: Drybrush the rock with a white paint and large brush.

Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



PRAGA CAPUT REGNI (RGG 601)

From Rio Grande Games, reviewed by Eric Steiger



12 & Up



1 - 4 Players



120 Minutes



\$74.95

A lot of good board games have come from the Czech Republic lately, but there haven't been a lot set in it. *Praga Caput Regni* ("Prague, Capital of the Kingdom") aims to change that. A recent addition to the "building a city in medieval Europe" theme, this is a pretty heavyweight Euro that manages to find new space in that well-trod ground.

As usual, you are builders battling for royal prestige as you build buildings, walls, and the King's Road in a city; in this case, Prague. The heart of the game is in the moving crane in the corner of the board, whose contents tell you what actions you can take, what they cost (if they do), and what benefit you gain from them. It's also your game clock. On each turn, you pick one action tile sitting on the crane. Tiles begin on the red or green zone of the crane, showing (respectively) that they cost resources to play or are free. However, as the crane rotates, unused tiles will move into the blue zone, in which they are not just free, but offer an increasing reward the longer they go before being chosen. You then perform your chosen action from one of the two on the tile you picked, out of six possible actions, and put the tile back into the most expensive red space on the crane. Everybody gets to do this 16 times, then the game ends. Simple, right? Not so much.



You would think that "take a tile, do the action, put it back" would be an easy and straightforward process. But every one of the six actions you can take has choices within it, along with impacting your costs or benefits for other actions, plus usually having an effect on your final score (this game is very much a point salad in the sense that it's almost impossible *not* to score points from an action). For example, when you manage your mines or quarries, you choose to either take a single gold or stone and advance your production of that resource, or take an amount of the resource equal to your production *plus* all of the bonuses you've uncovered along that resource's track. Your action can be to upgrade one of your actions (including the upgrade action itself!), which overlays a tile on that action on your own personal board... but doing so not only makes that action more efficient, it can provide a bonus for performing one of the actions *next* to that action later, as well as moving you up the university track. What does the university track do for you? Nothing. But it improves the endgame scoring of the technology track that you can also move up, which gives you special abilities during the game. Similarly, various actions provide eggs, which don't seem particularly valuable, but are apparently an integral component of the road, and



especially the bridge portion of it, that you can contribute towards building. And we haven't even talked about building the Wall or the Cathedral yet.

If this kind of Rube Goldberg-esque engine of resource production and consumption all seems intimidating to you, rest assured both that you're not alone, and that there are virtually no "wrong" choices in this game — *everything* gives you something. There are just some choices that are more right than others, and the key to victory isn't simply generating the most resources, but also maximizing your use of them, and none of that is going to be solvable in your first game. The building and resource generation processes are enjoyable in their own right, and there is no single strategy that triumphs over any others.

In addition to being a glorious buffet of resources, bonuses, upgrades, and advancements, *Praga Caput Regni* is also a love letter to the city of Prague. The rules booklet explains the significance and history behind each of the structures you are building (along with the whole "eggs for making bridges" thing), and the art is clearly inspired by the actual people and architecture of the city at the time. Designer Vladimír Suchý clearly chose a theme near and dear to his heart, and it shows.



This game should not be anybody's first Eurogaming experience; we have *Carcassonne* and *Splendor* for that. Honestly, I wouldn't even recommend it as a middle-weight Euro — *Hansa Teutonica* is similar in feel but far less

complex. But if you wanted a new entry to add to a rotation that includes games like *Feast for Odin*, *Great Western Trail*, and *Brass*, *Praga Caput Regni* is absolutely a worthy contender, and I doubt you'll regret the investment of either time or money.

...

Eric is your friend, and friends wouldn't let you play bad games.





EXPANSION

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www.ArcaneWonders.com

BROKEN AND BEAUTIFUL: STANDARD EDITION (PLF JLS600)

From Left Justified Studio, reviewed by John and Isaac Kaufeld

 12 & Up	 2 - 4 Players
 15 Minutes	 \$15.99

Broken and Beautiful, from Left Justified Studio, is a deceptively wicked little game.

The deception starts with the size of the box. Whenever we see a game in a tiny container, we wonder how much depth and strategy they can really pack in there. *Broken and Beautiful* completely fooled us.

That little box delivers a wonderful play experience built around drafting and set collection, and flavored with a delicious twist thanks to its thematic focus on kintsugi, the Japanese art of using gold lacquer to repair broken pottery.

Let's sit around the table and get ready to assemble — and break — collections of pottery as we look at the top five things you need to know about *Broken and Beautiful*.

STARTING THE GAME

Setup begins by shuffling the 46-card deck. The first thing you notice about the deck is that the cards are double sided. This becomes important during play, because the top card of the draw deck has an effect on each round. More about that later.

Each card shows one of seven kinds of pottery, a serving platter, or a storage box. The pottery cards include the piece's type, pattern, sale and repair cost, and how they score points. The serving tray and the box only have a sale cost and point value.

Start the game by creating the drafting area. Lay out cards from the deck until you have enough for twice the number of players plus one (five cards for two players, for example). The player who most recently did the dishes goes first.

KEEP OR SELL

Each player's key decision during drafting is simple: decide which card you want to take, then either add it to your collection or sell it for its gold value. On the surface, this seems like a very simple question, particularly since this is a set collection game, after all. But in practice, it's a far more challenging choice.

Drafting happens in a snake (or switchback) order. The first player takes one card from the display and keeps or sells it. Play passes clockwise until all players take a card. Then the order reverses, with the last player taking a second card and so on until the starting player takes one of the remaining two face-up cards.

Now the craziness begins.

BREAK THAT PLATE!

Pottery is delicate stuff, so every round there's a risk that things could break.

Players determine what happens by looking at the top card of the draw deck and last card left in the draft area. If either or both are pottery cards, then all of that type of piece breaks in every player's collection.

A gold card in either spot gives players a free repair. A serving tray or storage box has no effect.

Next comes the repair round. To repair a piece, players pay the piece's cost in gold ingots. Players can repair more than one piece in a round, but the cost keeps increasing by one gold for each item repaired.

PATHS TO POINTS

Point scoring sits in the middle of the tension between collecting, breaking, and repairing.

Each type of pottery earns points differently, usually by having combinations or matching sets of things. You want to assemble the most valuable mix of pieces so your collection scores the most victory points.

But you can't just collect things — you also need to break and repair them. The game moves quickly, so you only have so many turns available to collect and fix things. Worse, broken pottery and unused gold give you no points at the end of the game.

FINDING THE BALANCE

It's fun (and a little hard) to wrap your mind around the idea that breaking your carefully collected stuff is a good thing, but thanks to the art of kintsugi, it is.

That twist drives the game's strategic tension. Repaired pottery is worth more than the original was, so you constantly work that balance between collecting the best pieces, breaking them, and making sure you have enough gold (and time) to repair them afterwards.

VERDICT

Broken and Beautiful delivers a delicately tense game experience with more depth than seems possible to fit into a small box.

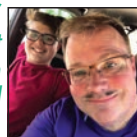
The tension comes to a head when you sit in the first position of the draft. Getting the first draw is important, but getting the last choice means that you decide what will break that round. The decisions get really hard when you're picking between a valuable piece that matches your collection or something that's going to set you up for a big victory point boost, provided you have the time and gold to repair the breakage.

We especially love how accessible *Broken and Beautiful* is for new players. Drafting and set collection are common mechanics that many people understand from regular card games. First-time players also get a boost against experienced opponents because the game starts them with a gold ingot.

Broken and Beautiful earns a high recommendation from both of us.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





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60-90
MINS



1-4
PLAYERS

ARK NOVA (CSG FS5100)

From Capstone Games, reviewed by Brian Herman

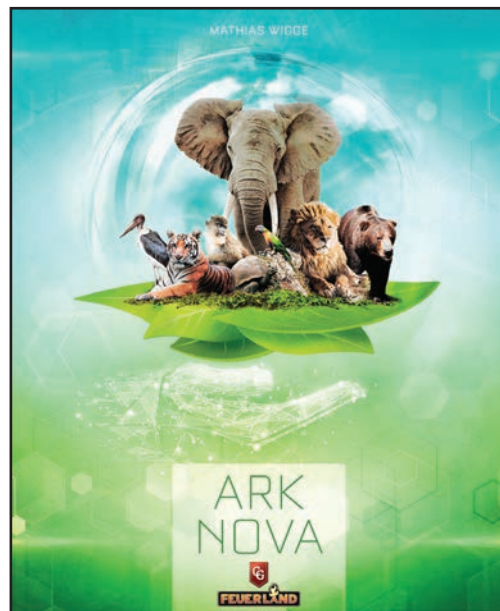
 14 & Up	 1 - 4 Players
 90 - 150 Minutes	 \$74.95

To me, board games can be like houseguests. Some just stop by and never overstay their welcome, and some linger for days when you'd rather them go home. It's very rare that I enjoy a boardgame that plays for hours on end without interruption. But that's exactly how I feel about Capstone games release *Ark Nova*. This game which puts 1-4 players in competition as they individually construct their own zoo is deep, complex, elegant, and above all entertaining for every moment of gameplay. Read on and discover the game that has stolen my heart and become an instant favorite in the household.

Setup can seem pretty daunting at first, but it's actually fairly simple. A main game board that holds cards and tracks victory points is placed in the center of the table, along with an association tracker/resource board which is populated with conservation projects that can be supported later in the game. Each player is given an individual blank "zoo" map and a set of player tokens, association meeples, and victory point trackers in their chosen color as well as 25\$ in starting resource money. A set of 5 action cards are laid out below each player's board in slots ranging from 1-5. Each player is dealt 8 cards from the main deck, 4 of which they get to keep. Once starting hands are decided, a lineup of 5 cards is dealt along the board for players to peruse and gameplay can begin.



At the heart of *Ark Nova* gameplay is the action system that utilizes the cards at the bottom of each player's zoo board. Each player has the same choices of cards, and when they trigger a card, the 1-5 slot that card is in dictates the strength of that card. The possible actions are Animals, Association, Build, Cards, and Sponsors. The Animals card lets you play an animal from your hand, flipping over an enclosure you've built, paying the cost of the animal and gaining the benefits listed on the cards. The Association action lets you play a meeple to the Association board and trigger a variety of affects from partnering with universities and continents to supporting research and conservation projects. The Build action lets you place empty enclosures on your zoo map to be filled with animals on a later turn. The Cards action lets you draw cards from the main deck or the line up of the main board. The Sponsors card lets you play Sponsor cards from your hand into your zoo to give you end of game goals or just gain money. This action system forces players to adjust their strategy as the card they played last turn moves to slot 1 and becomes weak.



The intricacies of gameplay don't stop with the action system. *Ark Nova's* main board uses 3 different victory point trackers, and as you move along them your rewards increase. Your zoo's appeal counter is raised with every animal you play, with the higher number rewarding more money every income step. Your zoo's reputation counter is triggered on various effects and dictates eventually the animals you can gain from the main board line up. Finally, your zoo's conservation counter represents the various efforts made to rescue endangered species and support conservation projects. If at any point during the game, your conservation counter passes your appeal counter on the same area of the board, the end of game is triggered. Every player except the player who triggered end of game gets one more turn, and then final scoring cards and end of game affects are calculated with final points awarded. The player who's appeal tracker and conservation tracker have passed each other the furthest amount wins.

Ark Nova is a masterpiece from start to finish. With an intricately complex action system, several different zoo maps to choose from, and over 250 unique cards of animals, sponsors, and conservation projects, no two games play alike, and there are multiple paths to victory on every single game. Will your zoo focus on playground areas and school tours and federal grants? Or will you partner with foreign continents to fill your enclosures with large, exotic animals? Perhaps you will partner with research and educational facilities and do your best to save endangered species? Every new game of *Ark Nova* is its own unique path to create a zoo that is beautiful, diverse, and flourishing. You won't be disappointed with this one.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.





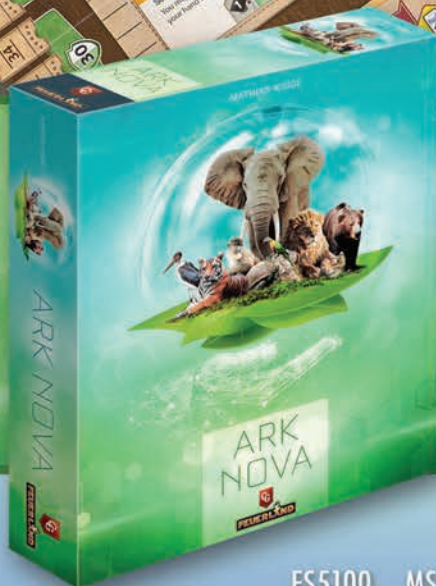
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DISNEY GARGOYLES: AWAKENING (RVN 6001933)

From Ravensburger, reviewed by Whitney Grace



10 & Up



2 - 5 Players



45 - 60 Minutes



\$34.99

In 1994, Disney was in the middle of a Renaissance of sorts, and it experimented with a new cartoon series unlike anything it had done before, *Gargoyles*, created by Greg Weisman. The series successfully combined action, adventure, the paranormal, romance, and drama into a thirty-minute slot.

However, despite the popularity of *Gargoyles*, not to mention the extremely loyal and passionate fanbase, there have been very few *Gargoyles* offerings over the years. Thankfully, Ravensburger noted that the *Gargoyles* fandom was hungry for anything new, so they created a game and boy, did they deliver!

The first thing you'll notice when you open *Gargoyles: Awakening* is the folded gameboard as Demona, frequent adversary to our titular heroes, smiles up at you as she plots her next bid for power. It's a nice touch and something that Ravensburger often does with their board games which I appreciate.

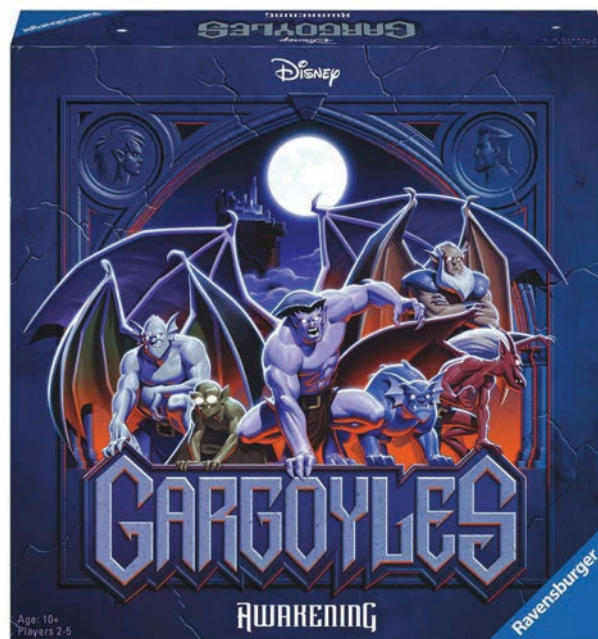
From there, you'll find that Ravensburger combines the best of the show, play mechanics, and more for an immersive experience that places New York City in peril with Goliath and his clan to the rescue. Two to five players with skilled attention spans can expect the gameplay to last forty-five to sixty minutes. The box is packed with instructions, 1 game board, 5 3D buildings, 6 figurines (movers), 10 placards, 1 health tracker, 100 cards, 5 dice, 8 clips, 33 tokens, and 2 standees.

Gargoyles: Awakening has four play scenarios that use the same over-all rules with minor changes for each one. Players are recommended to start with the "Reawakening" episode. Subsequent scenarios become more complex and they cap off with "Battle With the Steel Clan" which pits one player against the rest.

Players select an episode placard, assemble the 3D buildings on the board, select which hero they wish to play, select three hero cards, then place the figurines, standees, and tokens in their assigned locations outlined on the placard. Players take turns moving their heroes around the board to defeat the villains and accomplish the episode's specific mission. Each turn has three phases: hero, villain, and refresh.



During the hero phase, players can use as many actions listed on their character's card. The actions are Move, Glide, and Attack, with corresponding ranges individualized for each character, and each uses one action point. Dice rolls determine the strength of an attack, and they may award skill tokens that activate special abilities. Players can also play a hero card from their hand but be aware each card uses a different amount of action points. Once a player completes all their actions, the game moves to the next place.



At the start of the Villain phase, first, check to see the number of crescent moons in the nighttime track. If four moons are showing, then it is daytime, the related effects on the episode placard and hero cards are acted out, and the rest of the villain phase is skipped. Without the moons, a player draws a villain card, then completes the action from top to bottom. If a villain is put into play, they will always use their action points to approach and attack the closest hero via the quickest route. Villains can also be awarded tokens for special actions. Once all the actions are resolved, the card is discarded unless it has a crescent moon then it is added to the nighttime tracker.

The refresh phase is very short: players draw hero cards until they're holding a total of three. Gameplay starts again and continues until the gargoyles or their enemies are defeated.

Gargoyles: Awakening is as detailed as Weisman's timeline for the show. (He's plotted it out for centuries!). It's better to read the rules thoroughly before playing so you don't have to stop and double-check too often. Despite the minute instructions, the most confusing thing was figuring out how the nighttime track works and how many action points the different movement cost. The manual explained them, but they weren't listed in the core rules.

The 3D board adds a fun component as do the accurately produced figurines. Each character is a different color, but you can paint them to add even more of that delightful *Gargoyles* detail!

Fans of the *Gargoyles* TV show will rejoice with Ravensburger's *Gargoyles: Awakening* as it delivers an authentic experience and fun gameplay!

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.





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ABSOLUTE POWER: BOOK ONE - SYSTEM (GGD JPG830)

From Global Games, reviewed by Thomas Riccardi



14 & Up



2 - 4 Players



60 - 90 Minutes



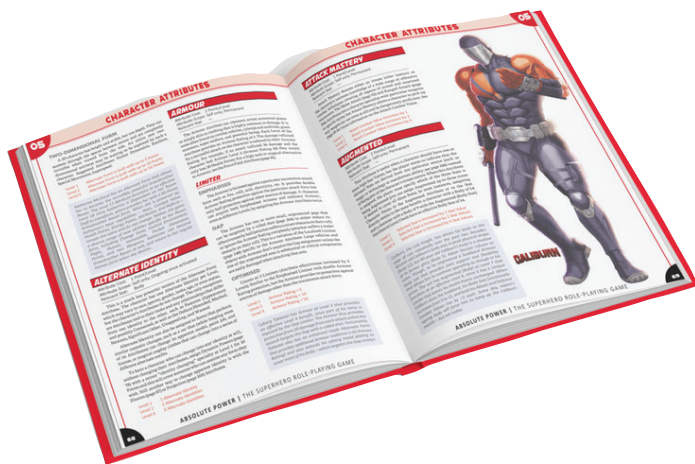
PI

Since the dawn of times heroes have existed in one form or another, people who were willing to face challenges and risks in order to defend the innocent. More recently, there was a resurgence of heroes during the silver age, but also some who chose to use their powers for their own gain.

Now these superbeings are split between upholding the law or using their powers to break it, as they try not to be corrupted by *Absolute Power*, the successor to 2002's *Silver Age Sentinels RPG* and the latest game by Dyskami Publishing and Global Games.

The first of the two books is aptly named *Absolute Power: Book One - System*, and this covers everything that you will need to start playing superheroes in a four colored world. Character creation is done via a point-based system (the GM assigns a point value for the heroes for the campaign). This allows players to create a wide range of heroes from streetwise vigilantes taking the laws into their own hands or a squad of intergalactic gods. Players will be able to choose Attributes, Powers and even Defects to make their heroes a bit more vulnerable.

The three attributes that make up all of the characters are Body (the physical aspect of your character), Mind (how intelligent you are) and Soul (ranging from luck and determination to psychic abilities). Actions in the game are broken up into rounds and everything is based off the stats such as Movement (based off of your body score), Combat value, Health and Energy points.



The rest of the book is rounded out by samples of gear that heroes can have along with companions and minions which can be used in a variety of ways. The last chapter goes into how to play superheroes and gives examples of what styles of heroes can be played, along with suggested attributes to showing some ideas that can come into the game. Some aspects that are covered such as a hero's secret identity, how they spend their daily lives as well as some ideas for campaigns as well as teams that can pull the group together in a variety of settings.

While the first book is for the players on how to create their own heroes the second book titled *Absolute Power: Book Two - Essentials* will give game masters all the info to run an epic campaign set in their own comic book world.

The first few chapters provide ideas on how to run a superhero campaign including designing supervillains and teams. There are also ideas for hooks to keep players engaged throughout game sessions along with some familiar tropes that can be used to bring some added flavor to the game.

The next few chapters flesh out an already created world which has been dubbed Sentinel Earth. This covers not only the various locations that can be used throughout the game world, but other locations that can be used either in otherworldly magical lands to the depths of space, as well as some of the races which can be encountered.

For groups who want to have a more localized campaign, there is a complete city included in a section of its own. "Empire City" is a parallel version of New York City of

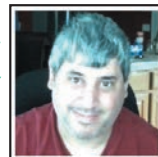
a sort, and covers the entire Five Boroughs, each with its own criminal element along with various key structures that are located within the various parts of the surrounding areas.

The last part of this book are some of the heroes, villains, and everything in between that can be encountered in the *Absolute Power* universe. There are some great heroes such as Grandmother Raven who uses her illusions to manipulate and trick her foes on the battlefield and Red Phoenix who is a reincarnation of the world's first superhero. Each of these heroes along with others are given a full origin story, their playstyle along with their complete stats that can be used in any campaign either by players or the game master. Hero organizations are also covered along with who make up each team giving us the name, powers and a brief origin of each hero. This also holds true with the neutral characters as well as the villains and some of these are truly iconic. From the hero killer called Janus to the leader of a secret service called the White Rooks called Alice, Queen of Hearts. And the best part is seeing as this uses the tri-stat system it is compatible with others such as *BESM*.

If you want a highly customizable superhero rpg along with a rich and detailed world, then you need to check *Absolute Power*. For more information on this and other products head on over to <https://dyskami.ca/> and find out if you can handle the power.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).



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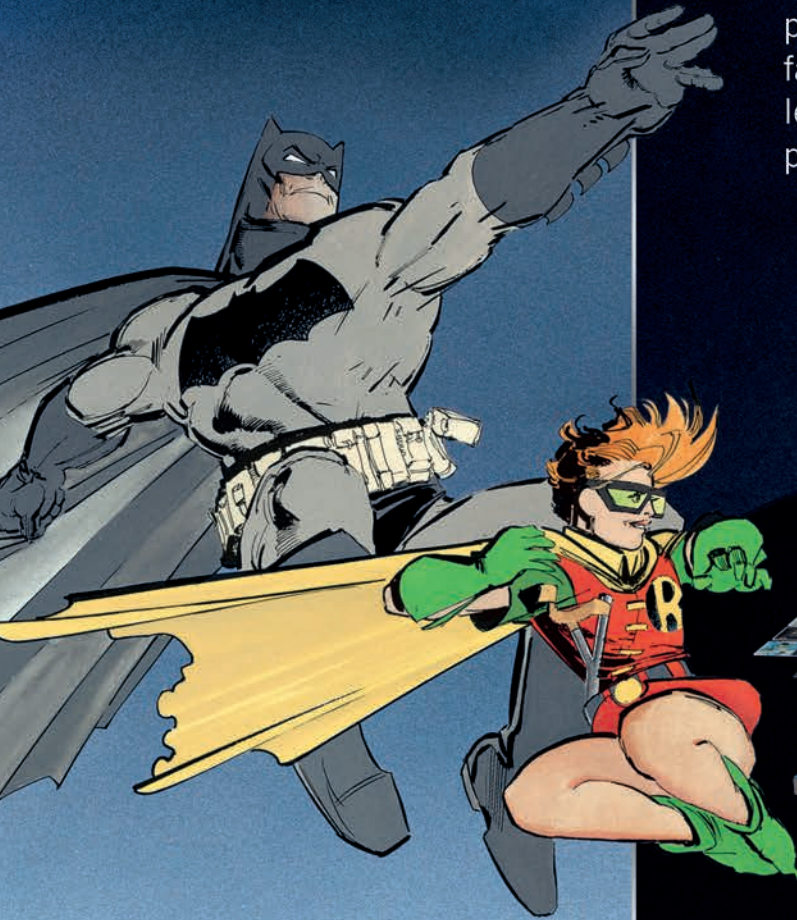




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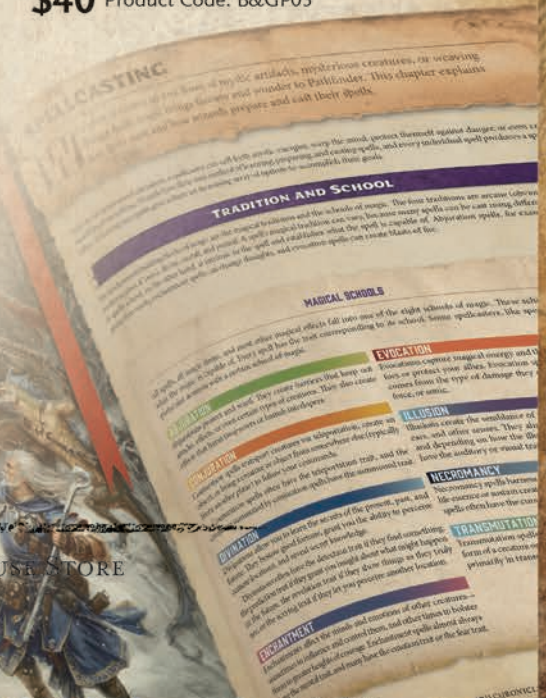
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